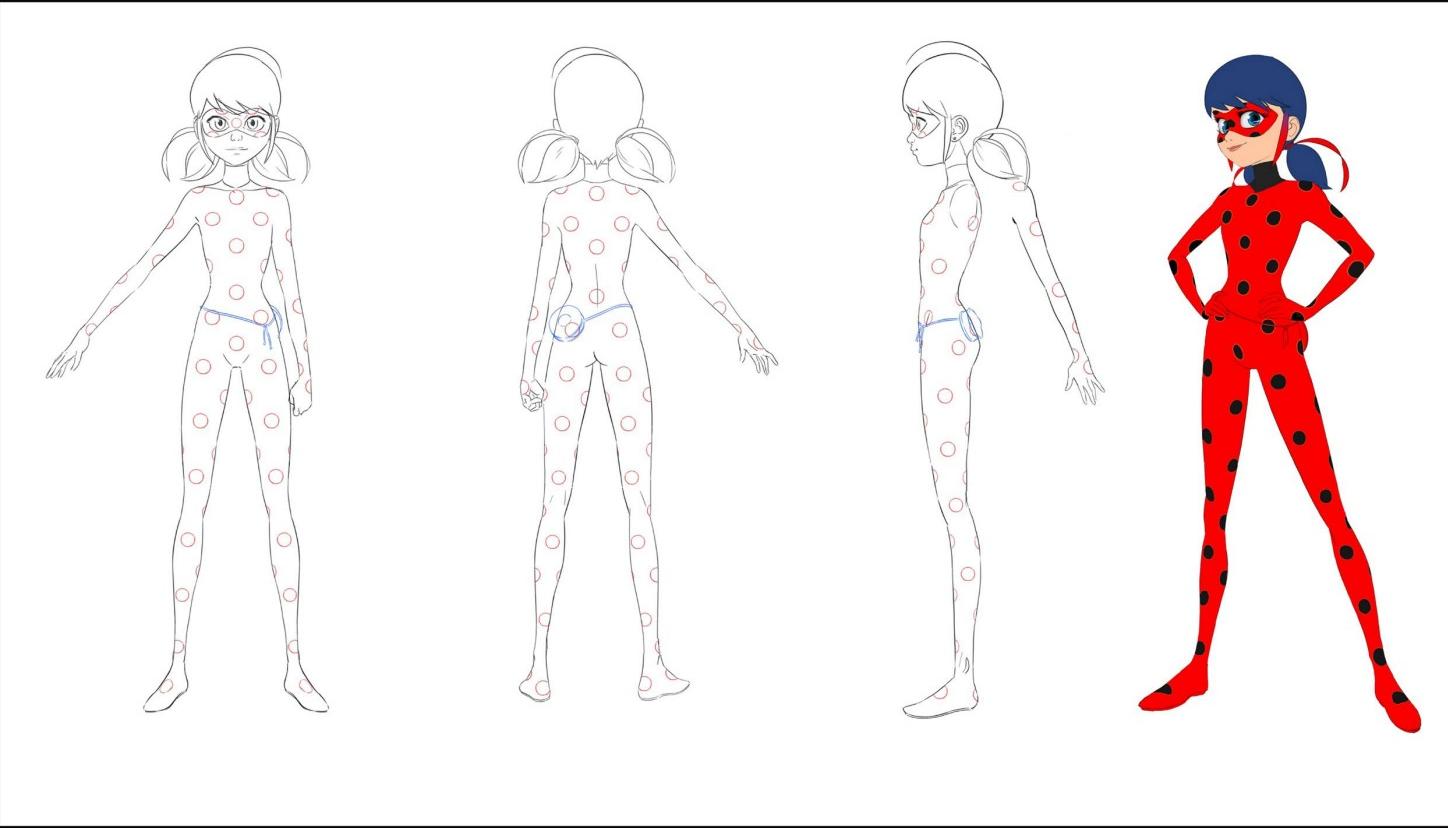


A close-up, profile view of the superheroine Ladybug's face. She has her signature red and black spots, large blue eyes with white pupils, and a small smile. Her long dark hair is visible, along with a red and black ladybug earring.

*Season 1*

ZAG  
HEROEZ  
**Miraculous**  
Characters™

ZAG



## RELATION SIZE



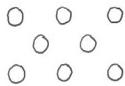
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH001\_LADYBUG

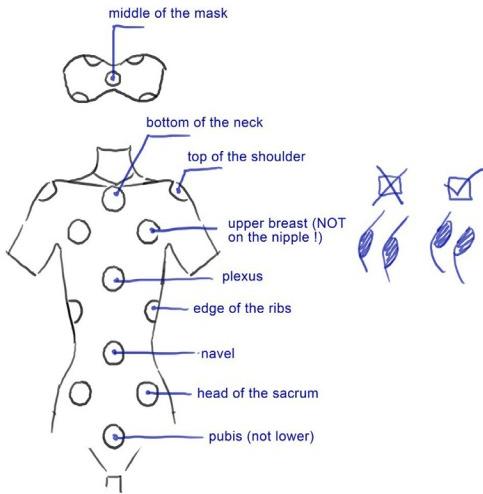
Pattern wise, be sure to keep  
this positioning in mind :



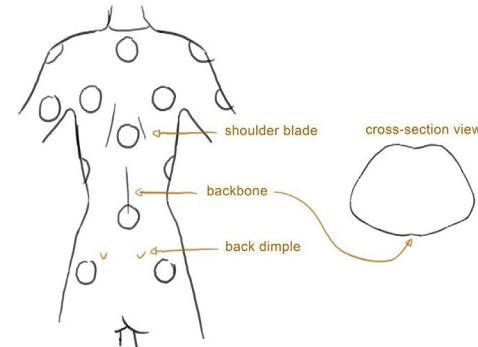
avoid that :



Some dots have a really precise place,  
like those on her bust, on her back.  
On the limb though, how they look  
can differ a little, try to have the pattern  
in mind and have an harmonious positioning



For the back, though they are not  
drawn, don't forget to mark the backbone,  
the edge of the shoulder blades  
and the back dimples



3D model



LB1\_100\_CH001\_LADYBUG

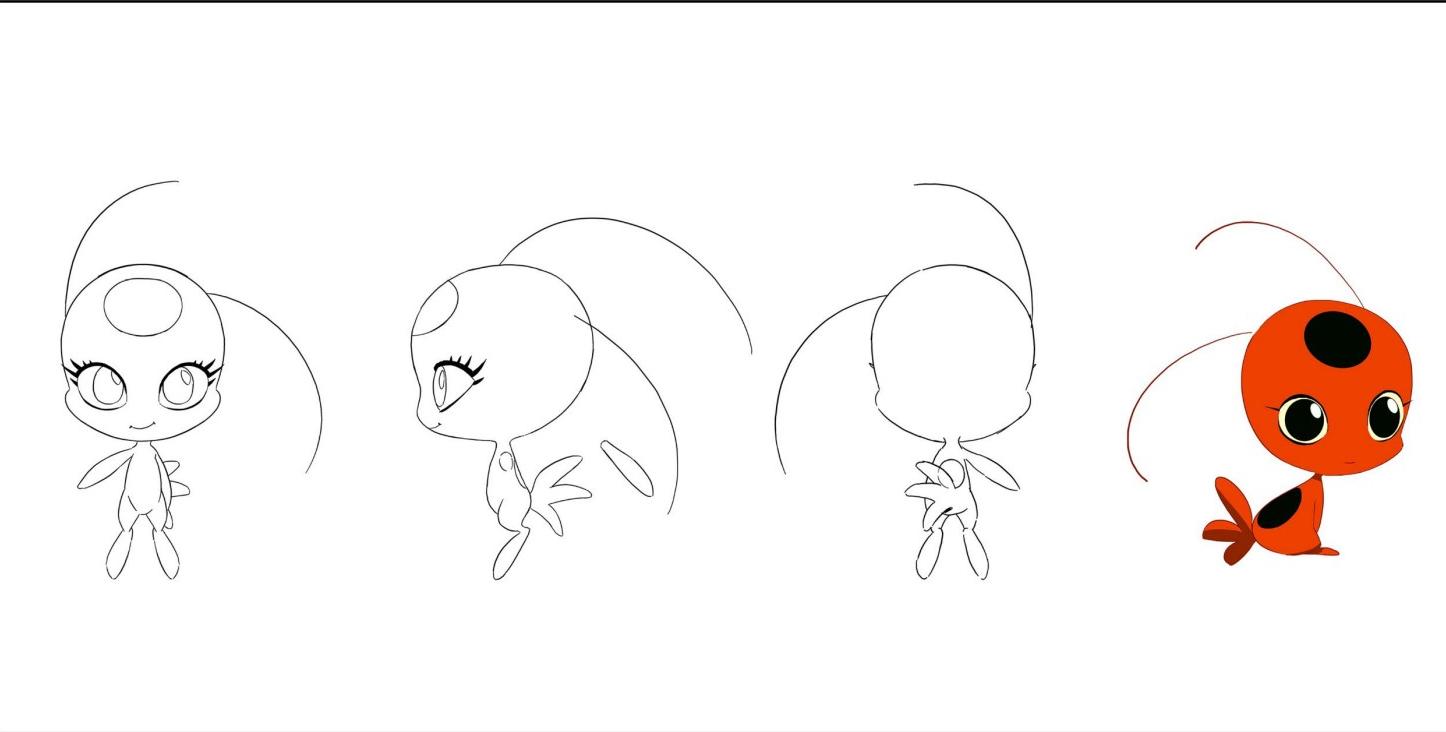


3D model

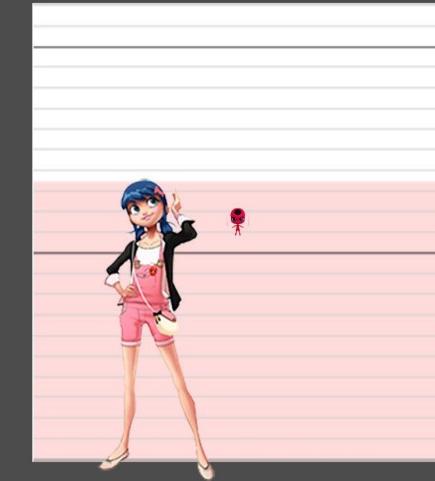


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH002\_MARINETTE



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH003\_TIKKI



## RELATION SIZE

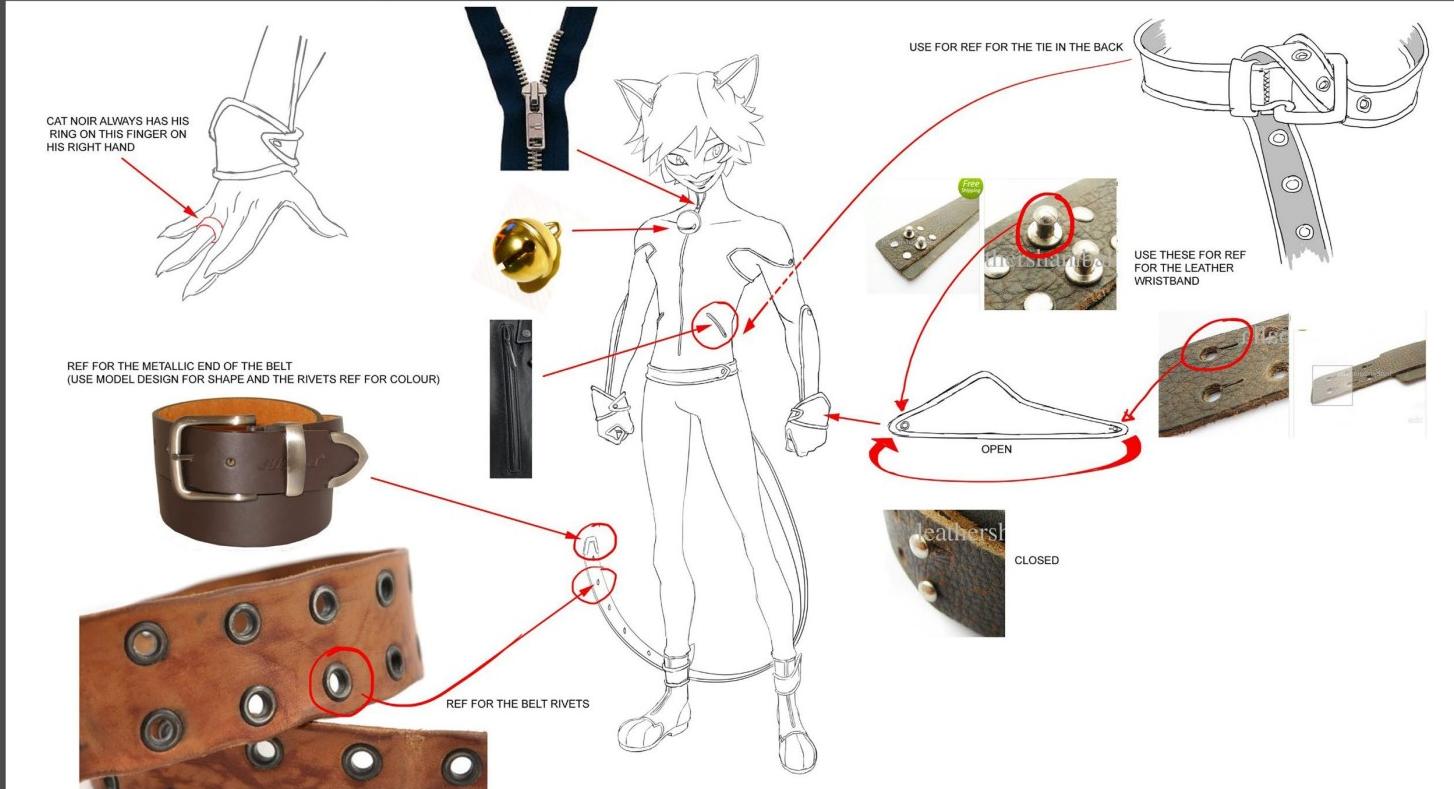


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH004\_CATNOIR



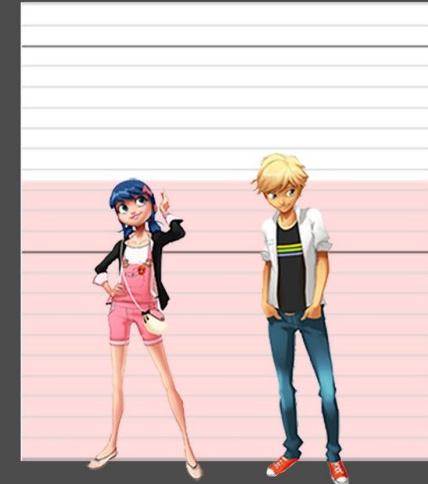
3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH004\_CATNOIR



## RELATION SIZE

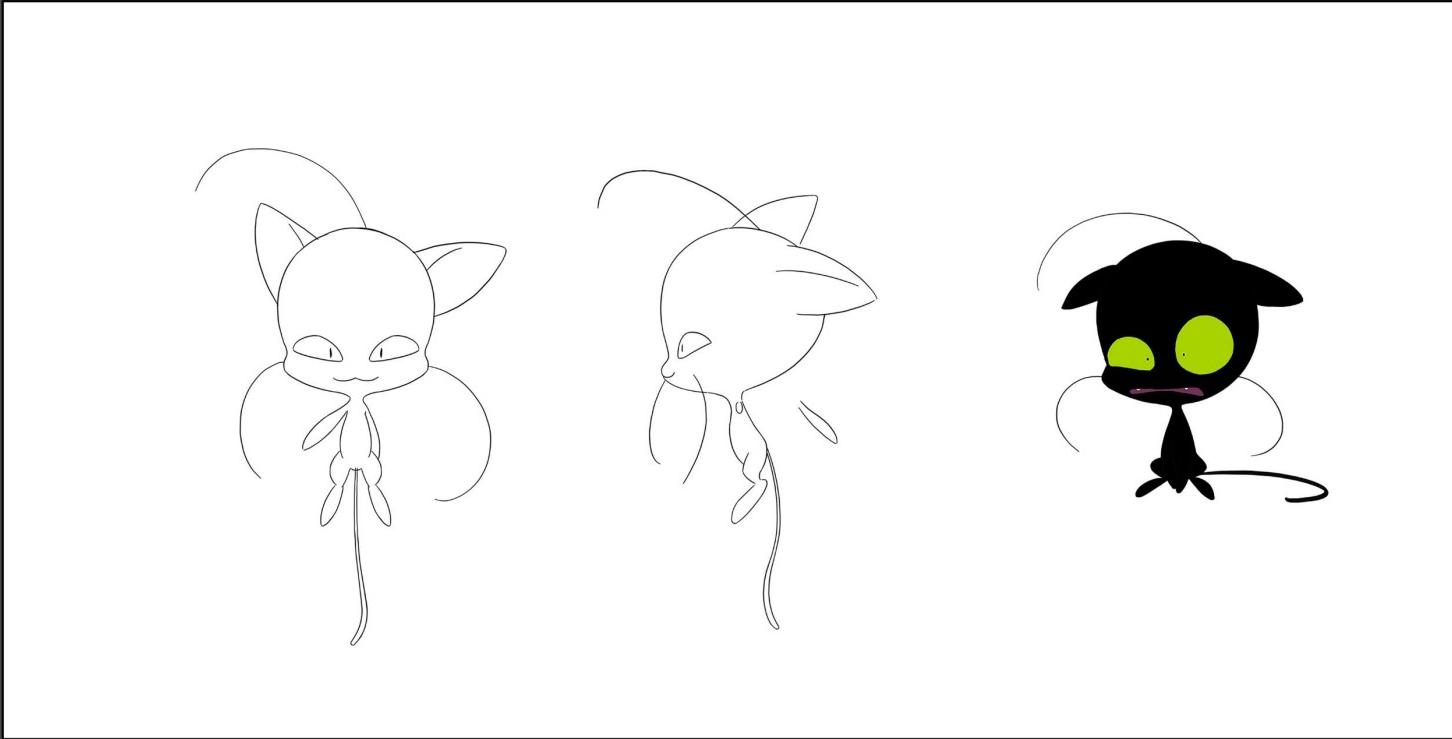


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH005\_ADRien



## RELATION SIZE



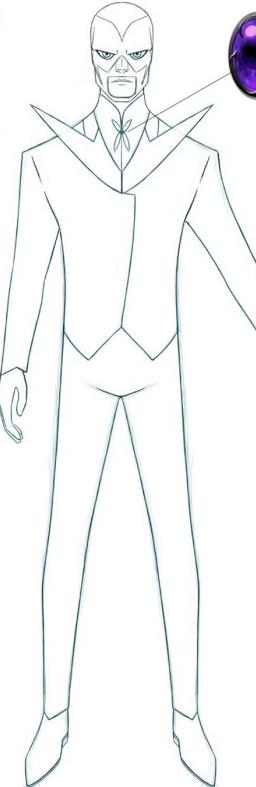
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH006\_PLAGG

eye colors refs



## RELATION SIZE

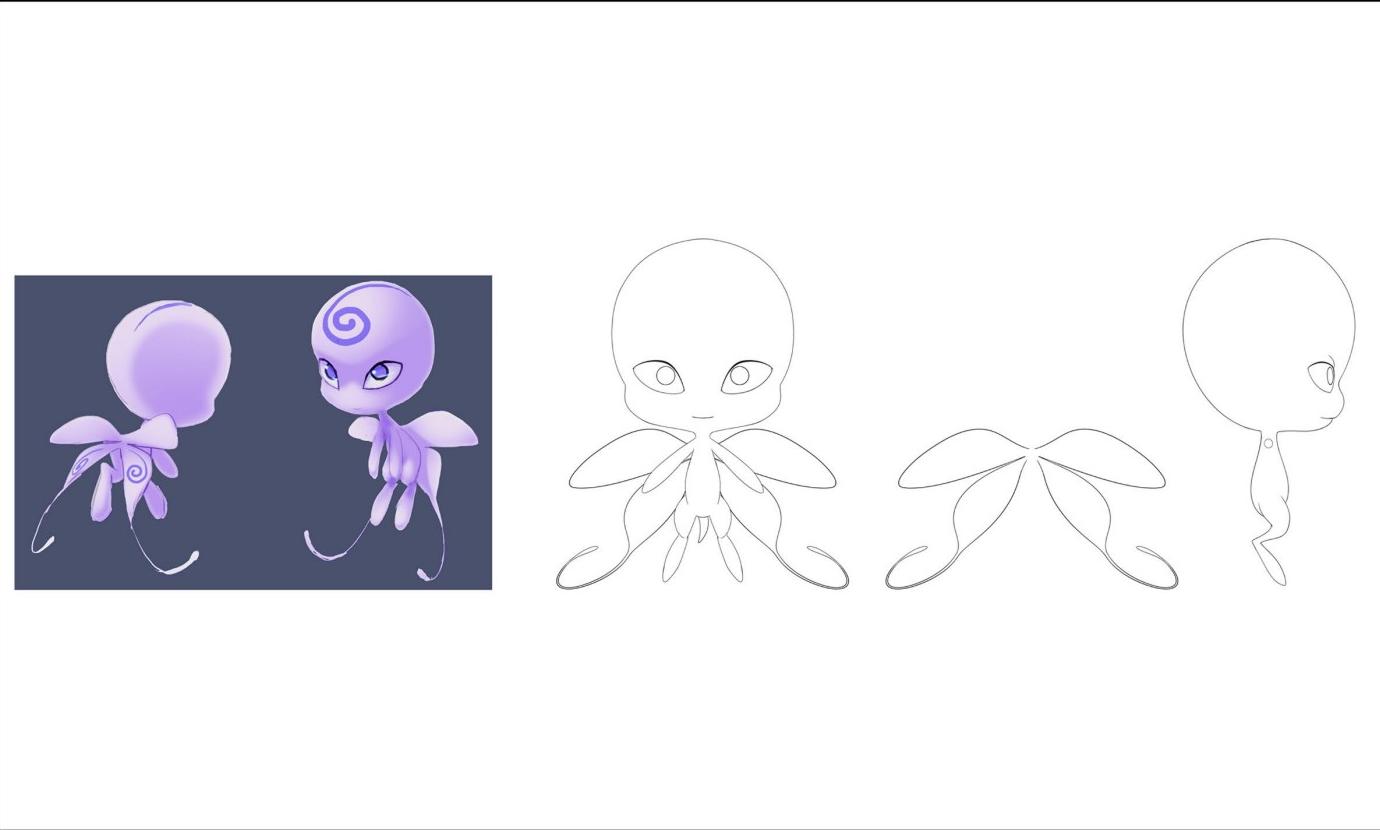


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

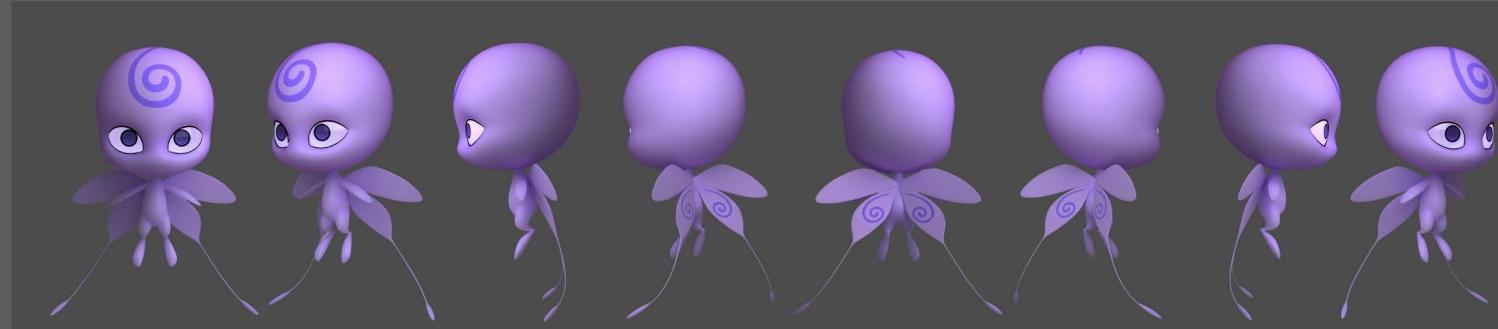
LB1\_100\_CH007\_HAWKMOTH



## RELATION SIZE

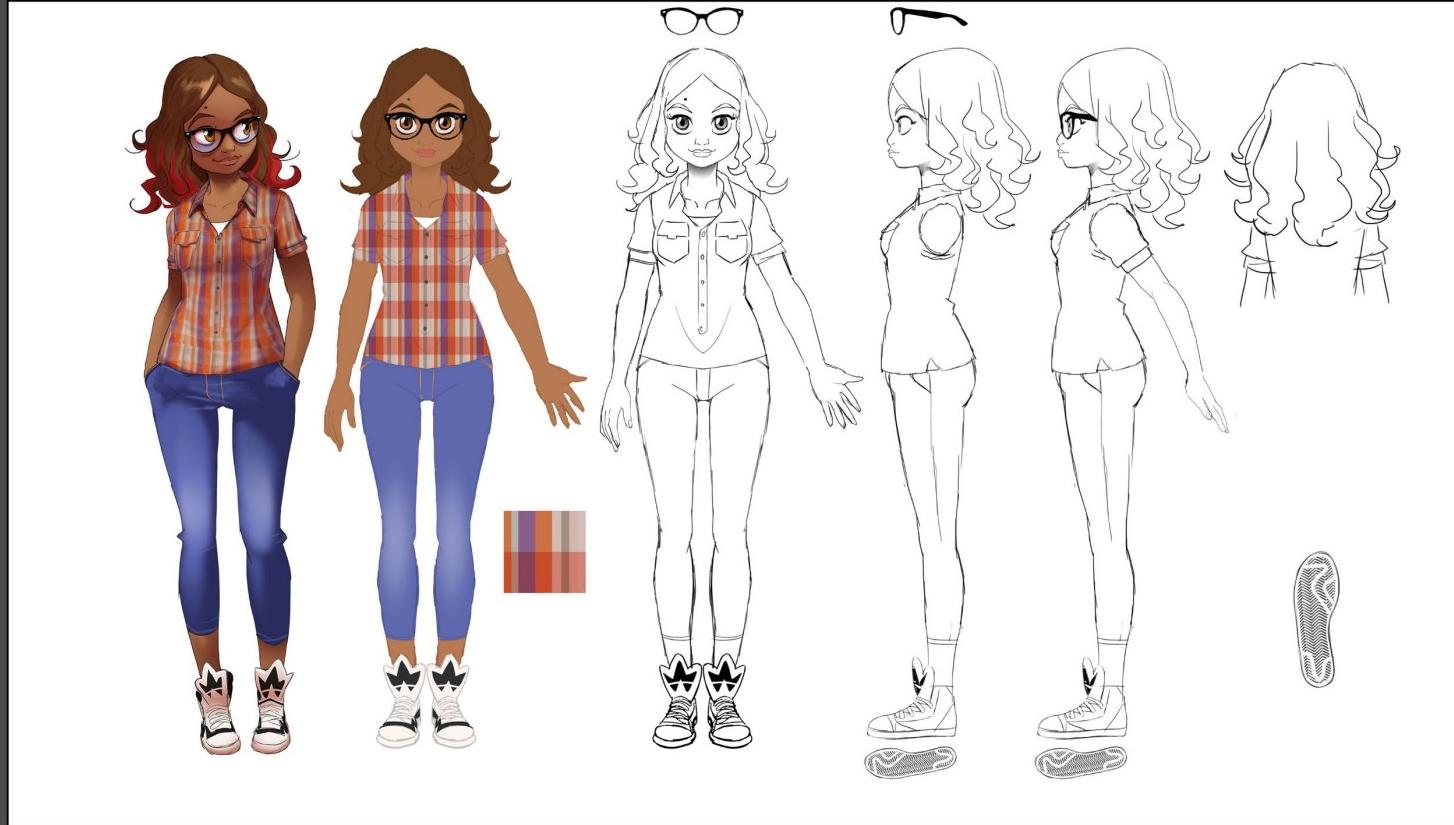


3D model

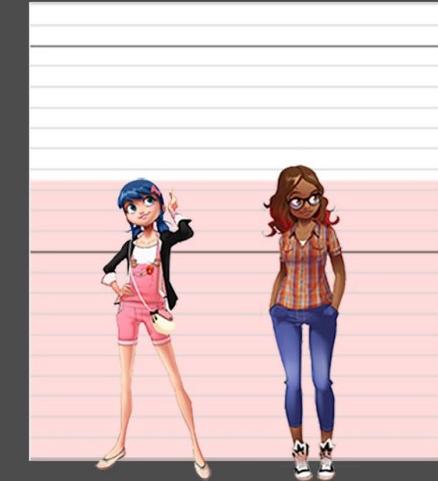


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH092\_NOOROO



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH008\_ALYA



## RELATION SIZE



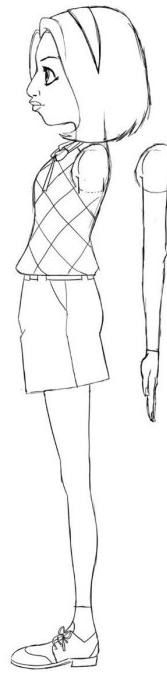
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH009\_CHLOE

eye colors refs



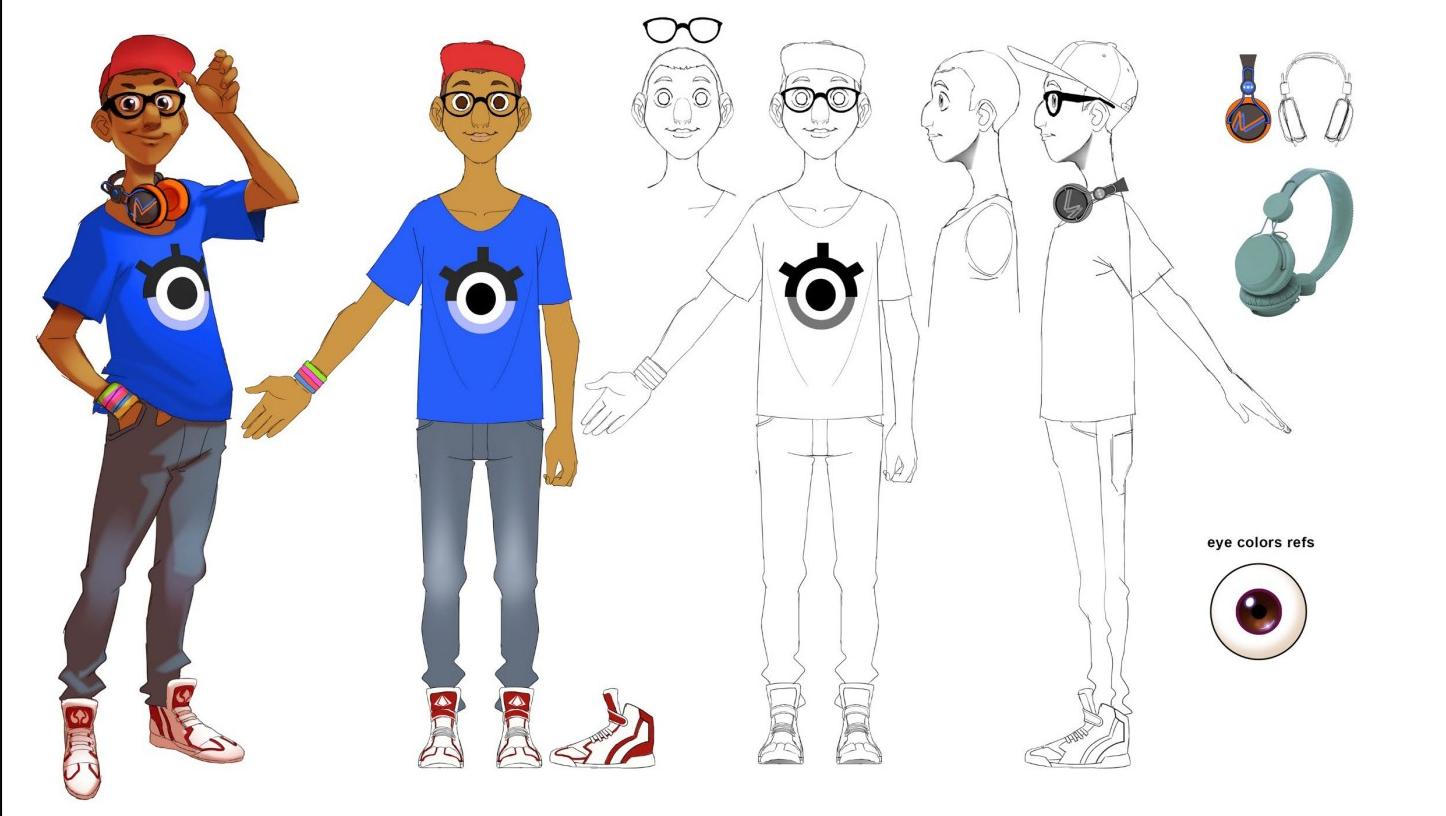
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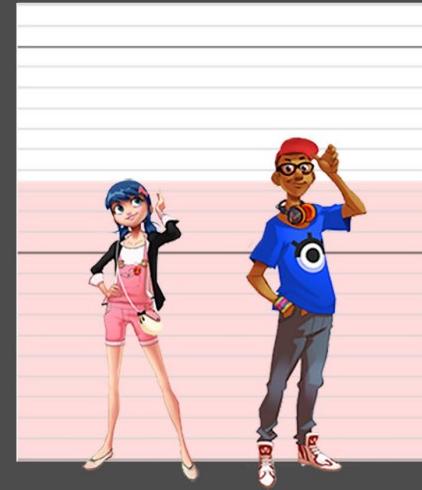
3D model



LB1\_100\_CH010\_SABRINA



## RELATION SIZE

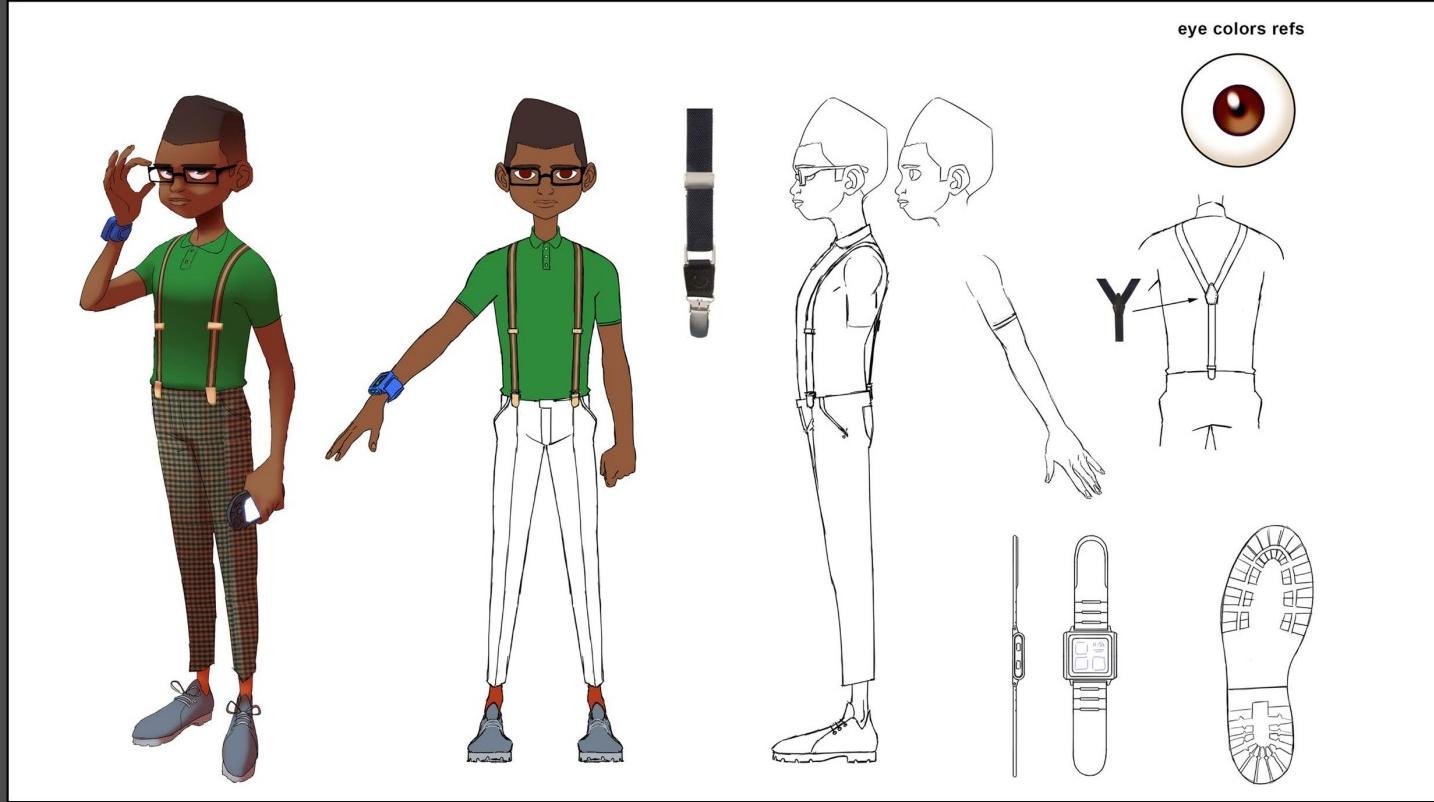


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

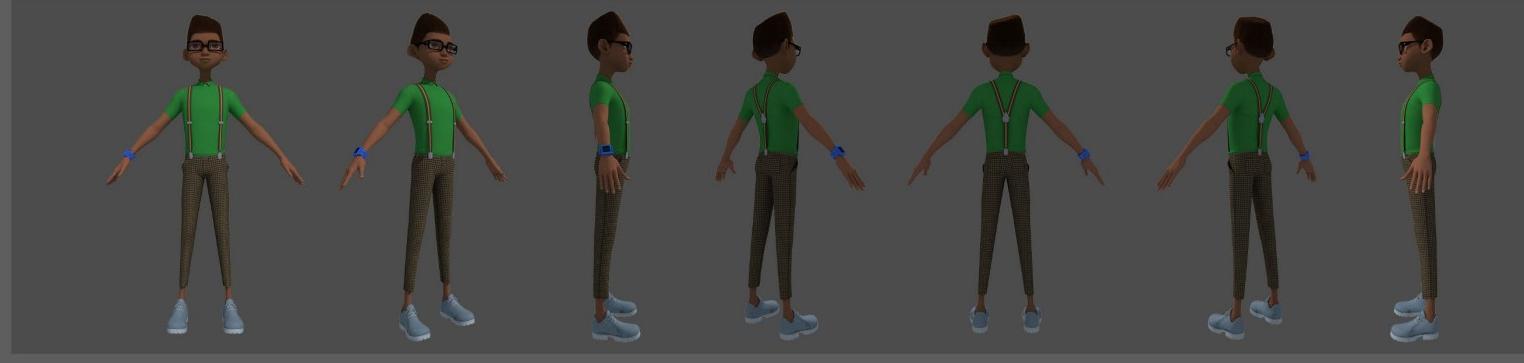
LB1\_100\_CH011\_NINO



## RELATION SIZE

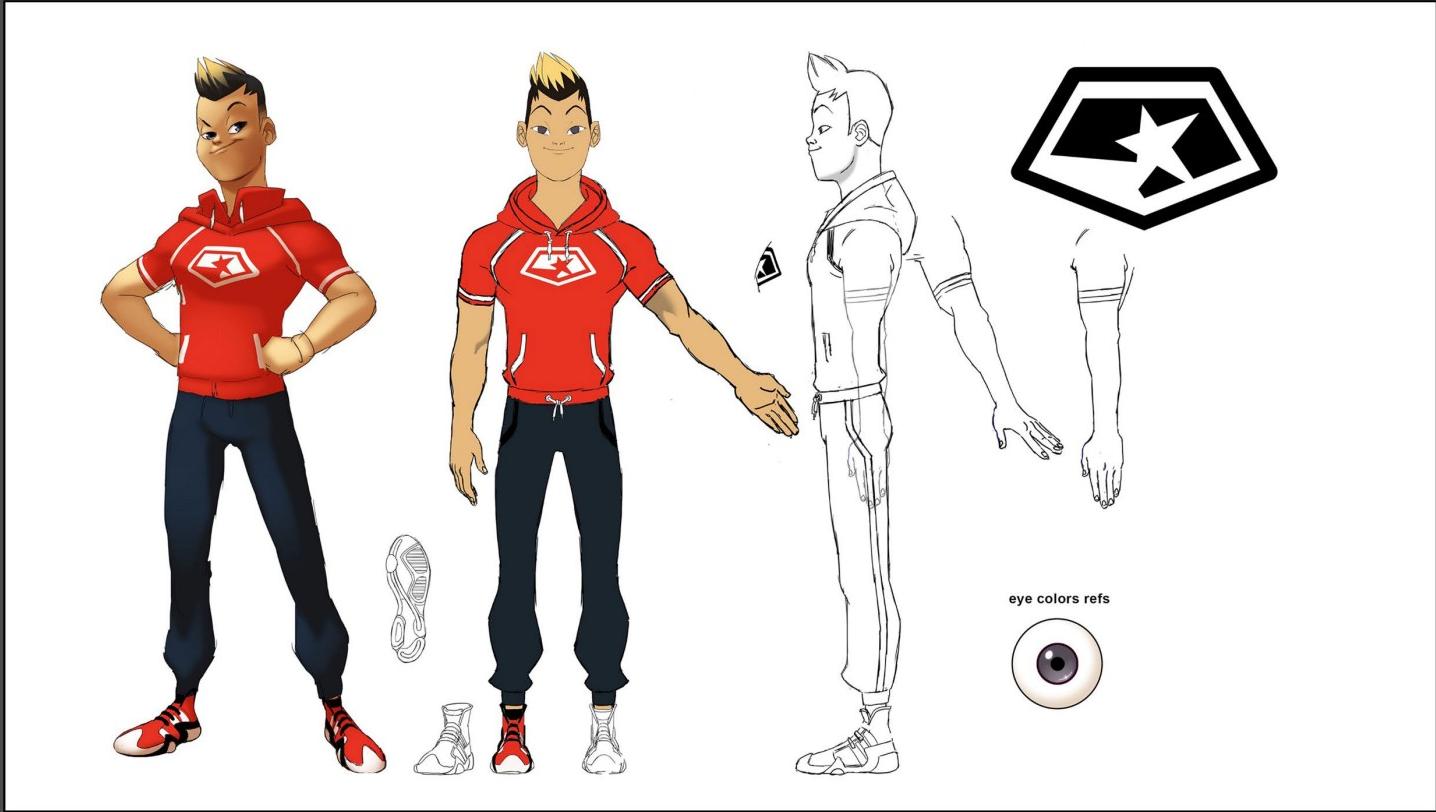


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH012\_MAX



## RELATION SIZE

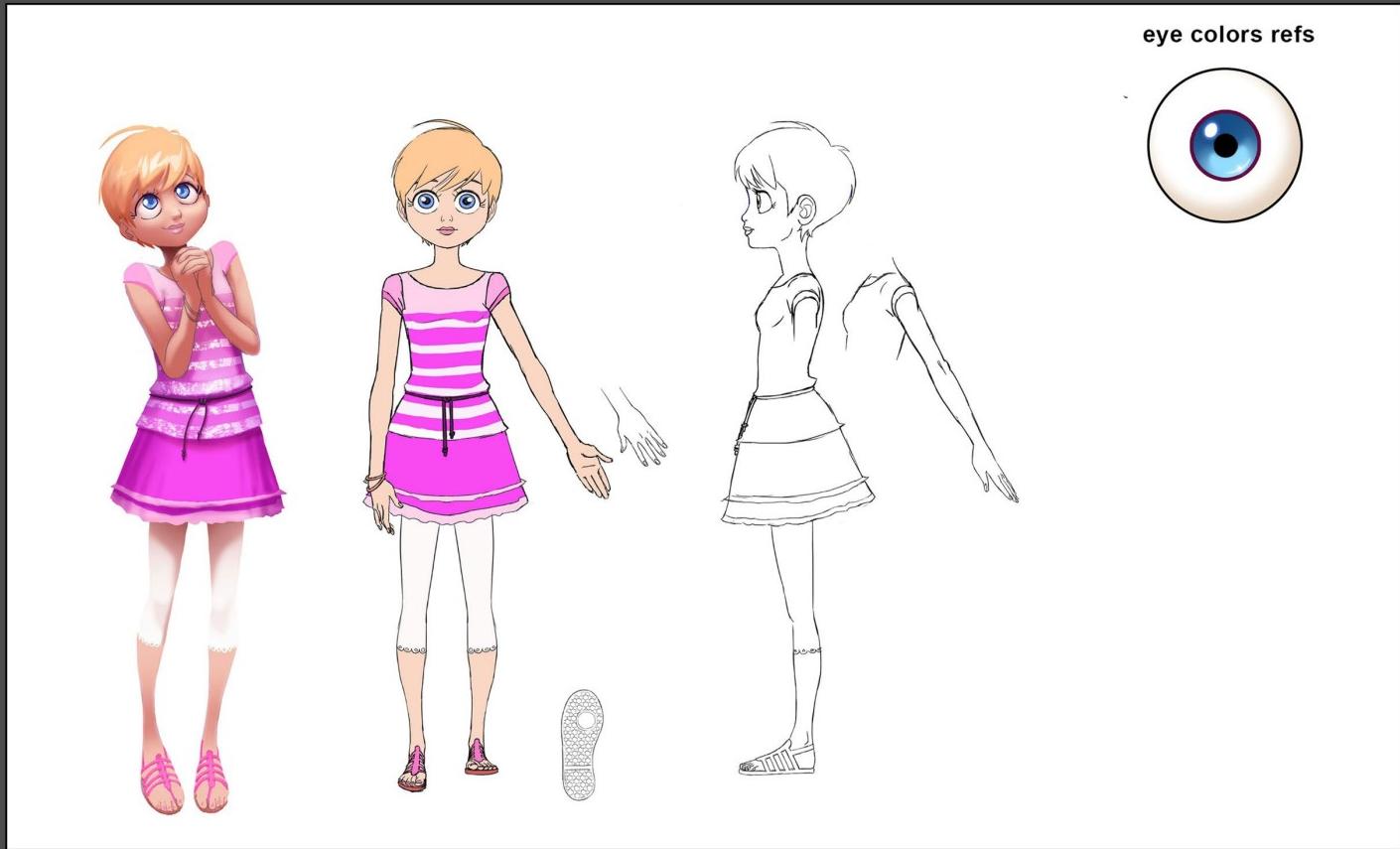


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH013\_KIM



## RELATION SIZE

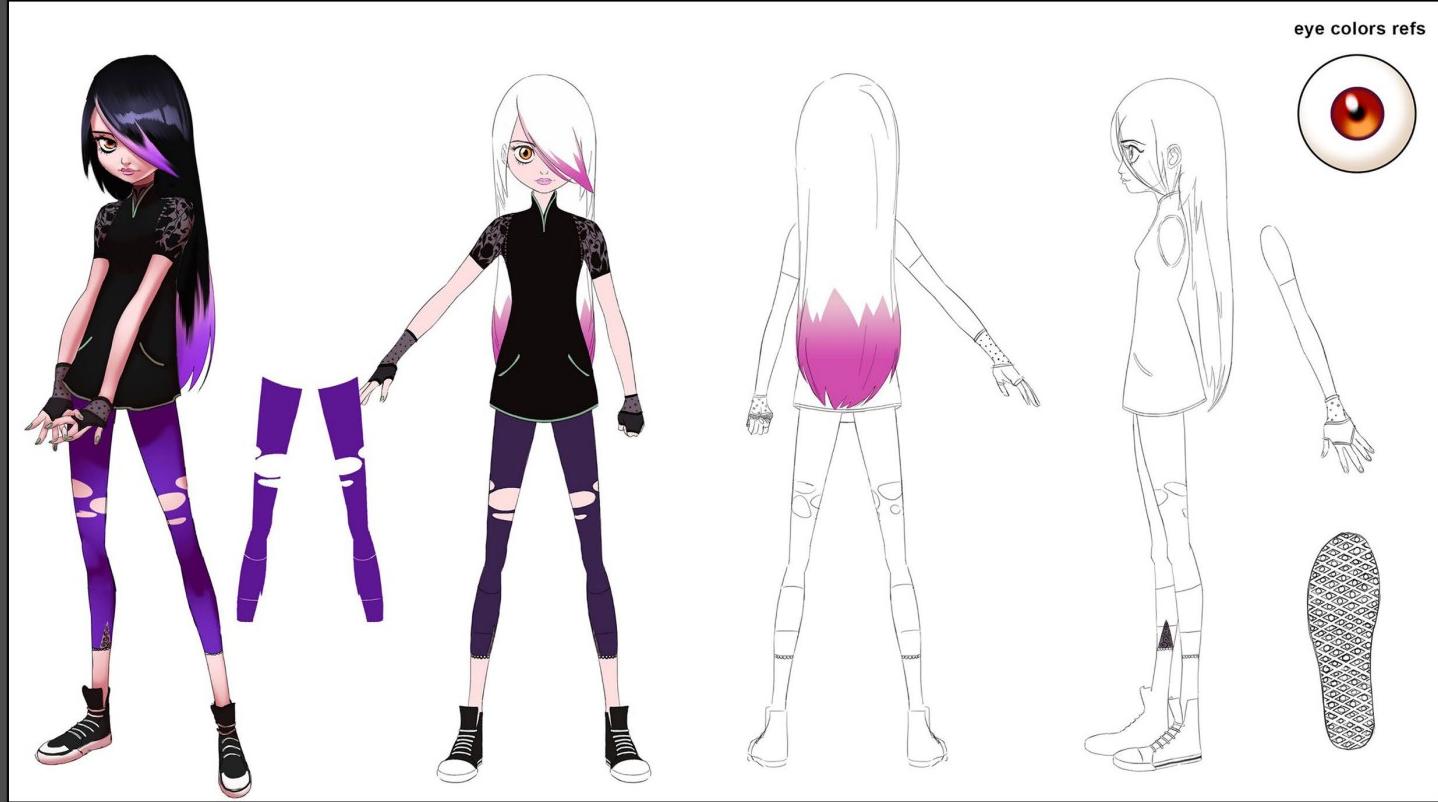


3D model

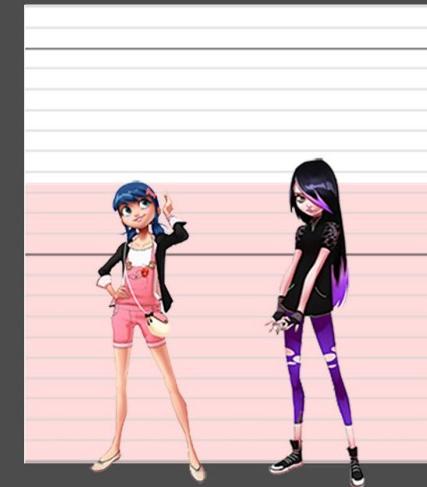


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH014\_ROSE



## RELATION SIZE



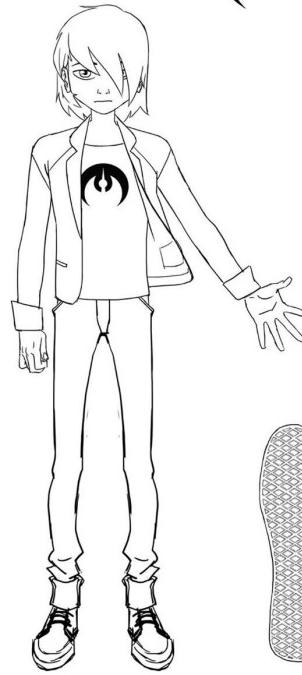
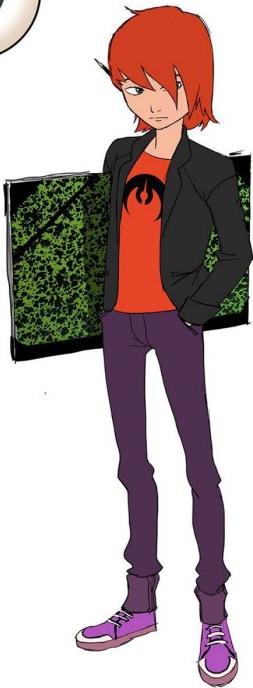
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH015\_JULEKA

eye colors refs



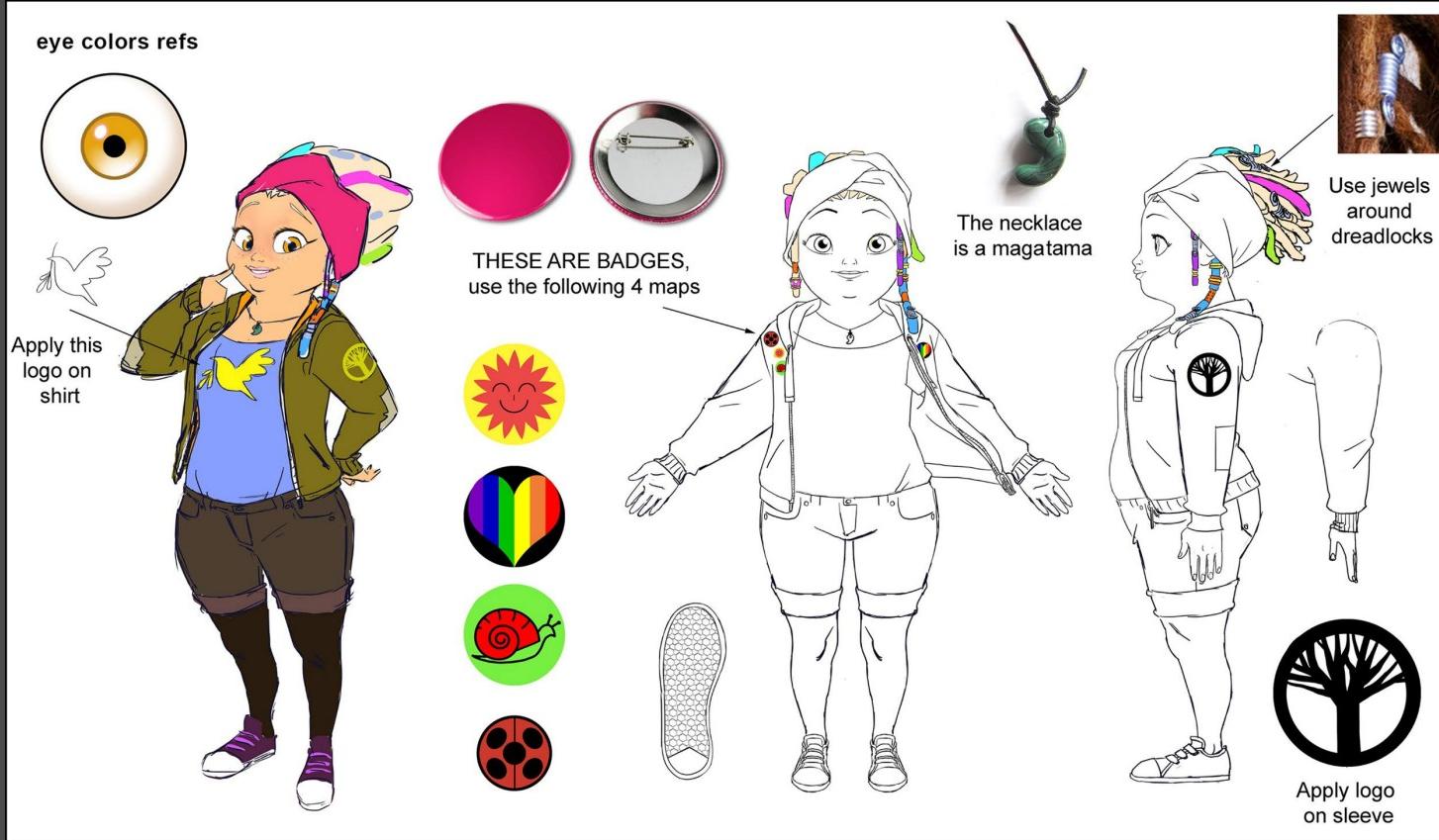
## RELATION SIZE



3D model



LB1\_100\_CH016\_NATHANIEL



## RELATION SIZE

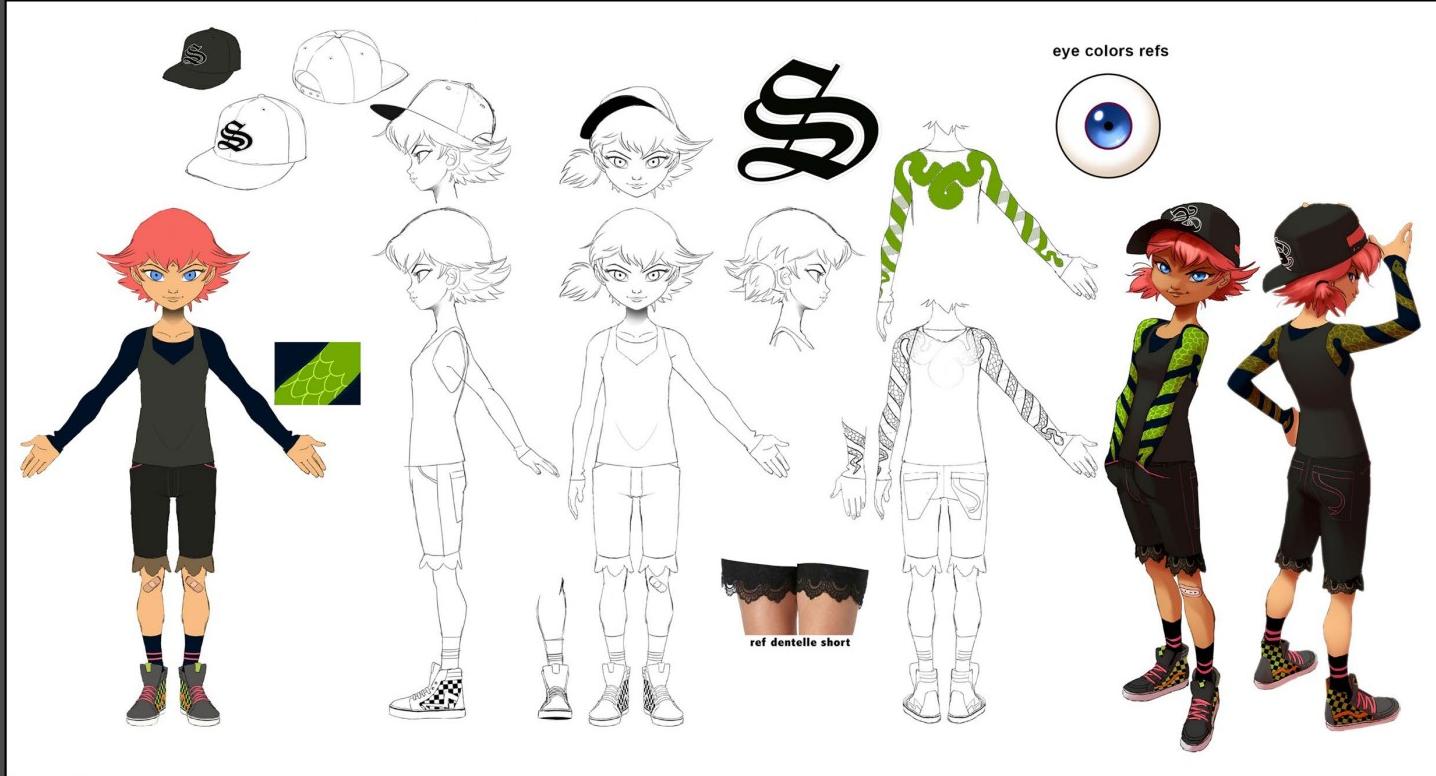


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH017\_MYLENE



## RELATION SIZE

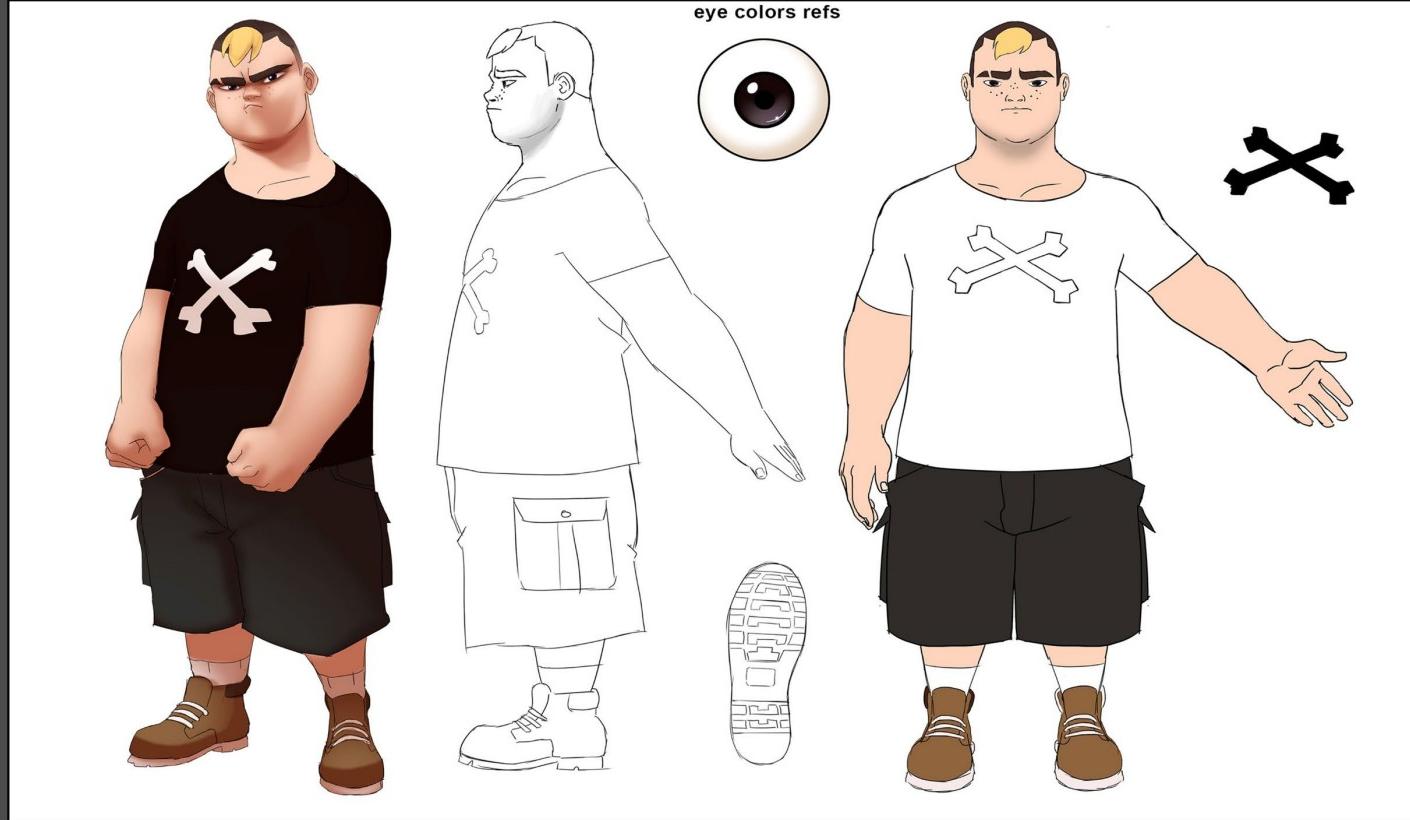


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH018\_ALIX



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH019\_IVAN



## RELATION SIZE

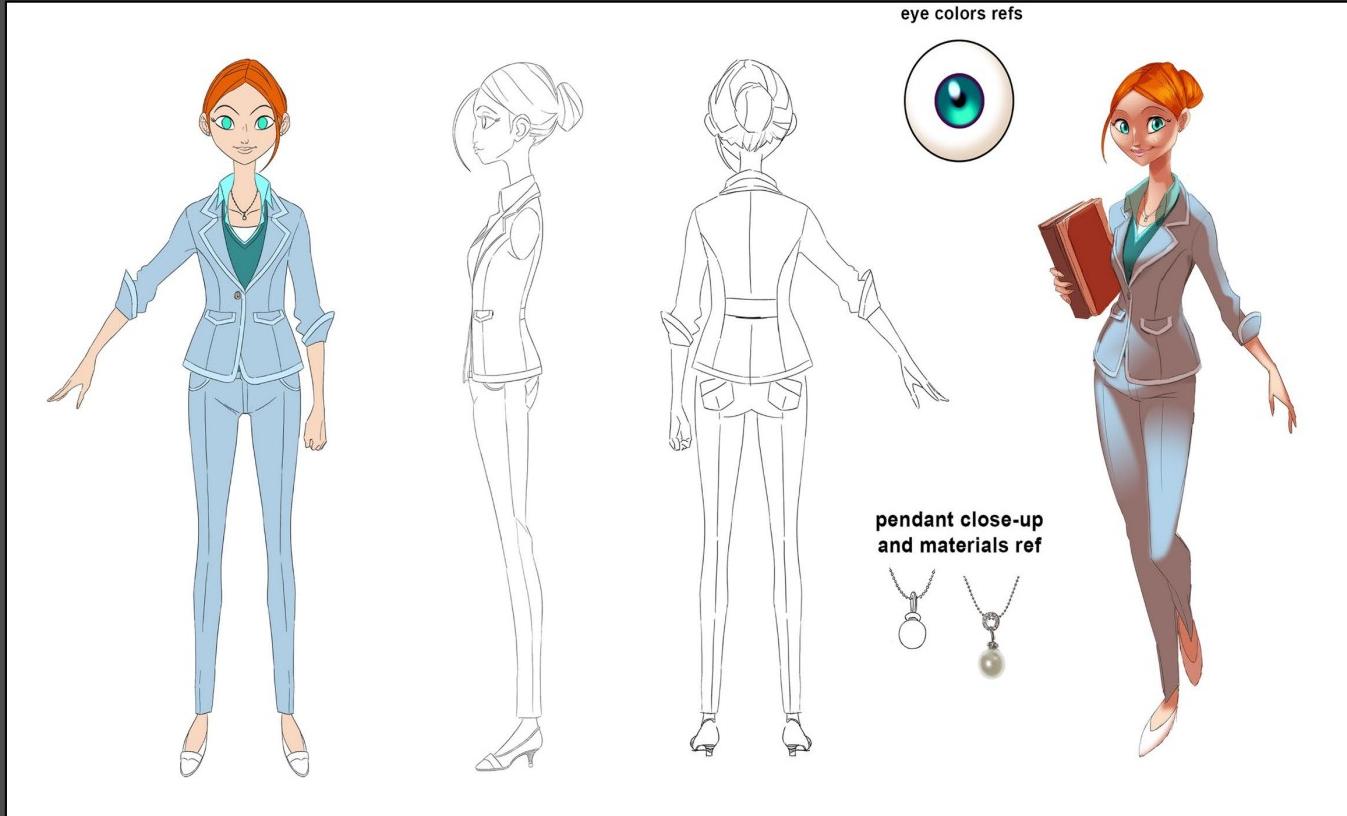


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH020\_MR\_DAMOCLES



## RELATION SIZE



3D model



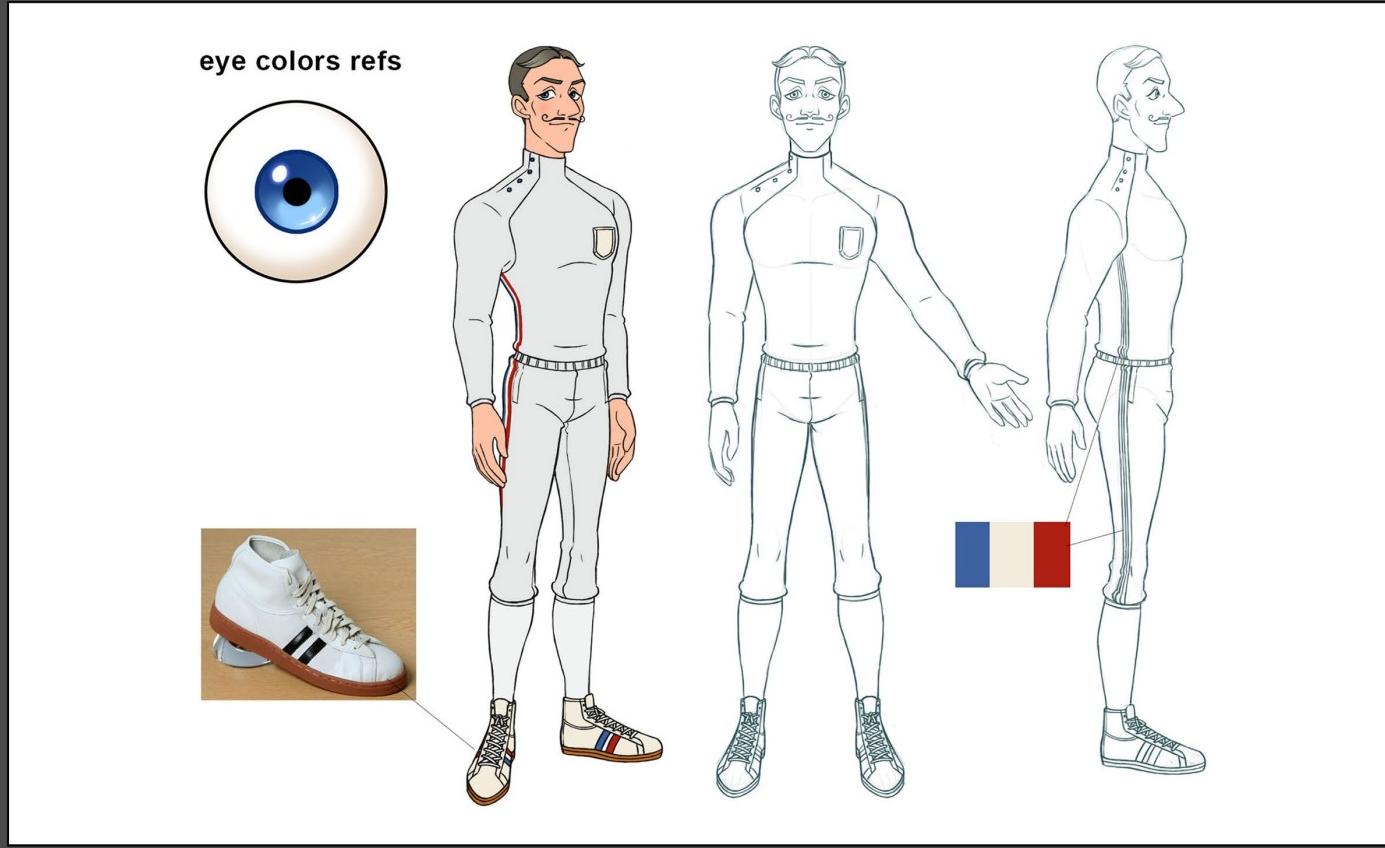
**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH021\_MISS\_BUSTIER

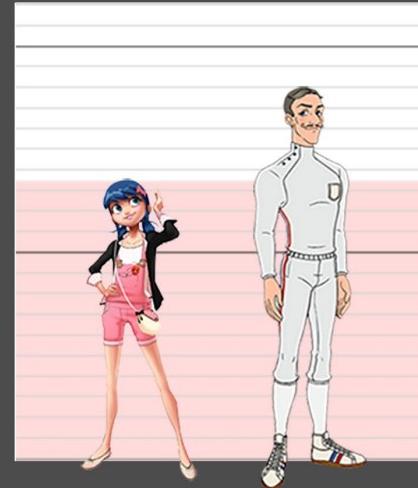


## RELATION SIZE





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH023\_MR\_D\_ARGENCOURT



## RELATION SIZE

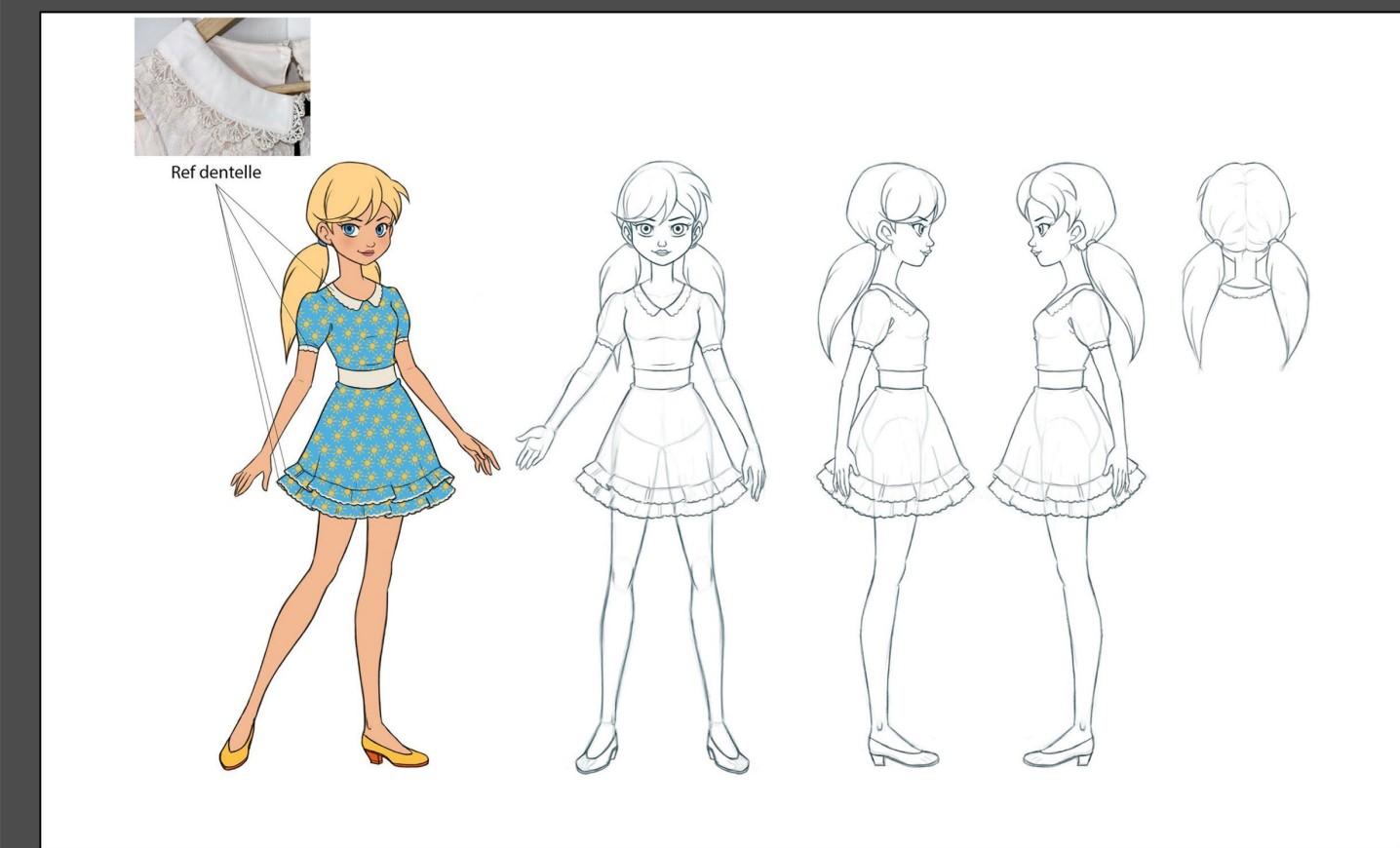


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH024\_MR\_HAPRELE



## RELATION SIZE

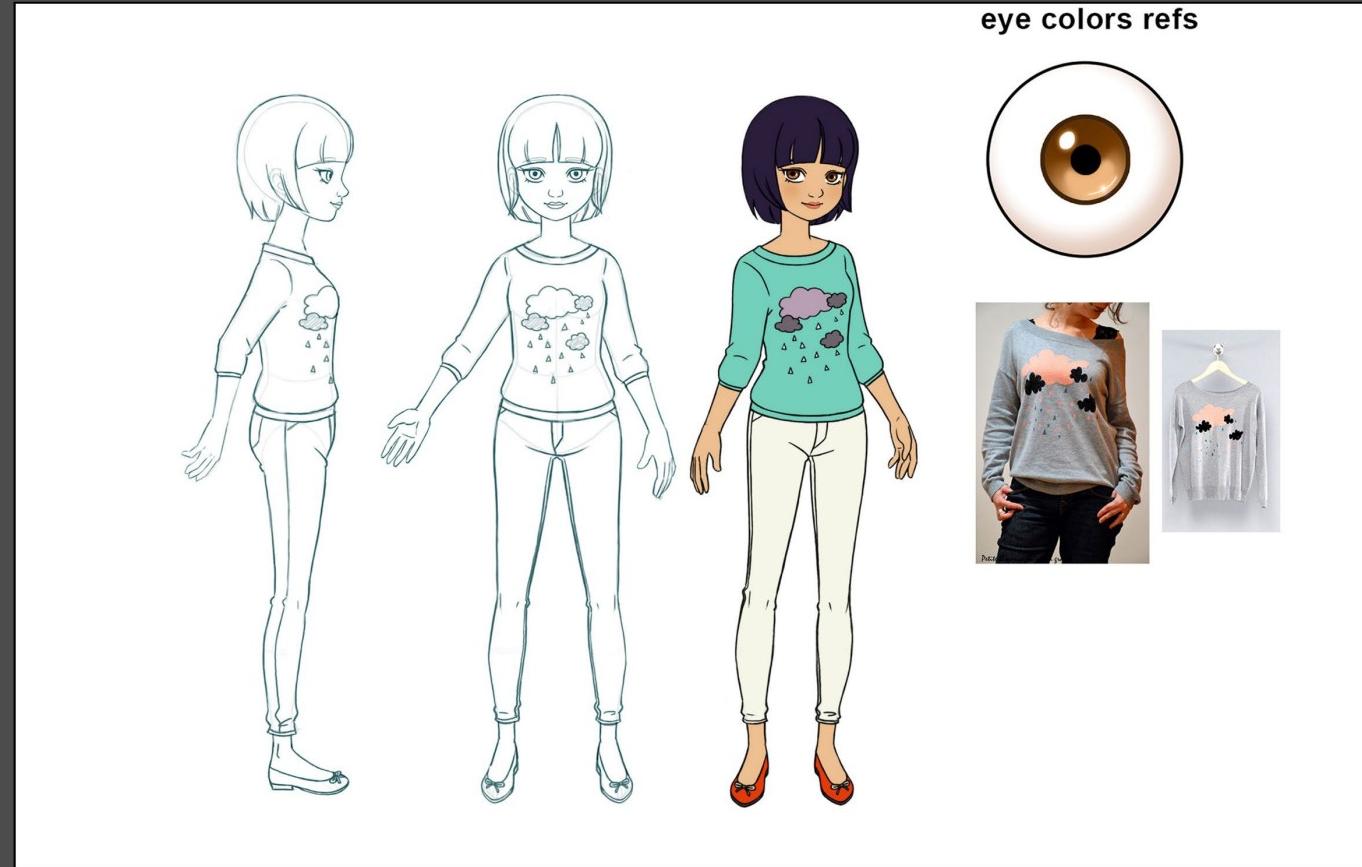


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH025\_AURORE\_BEAUREAL



## RELATION SIZE

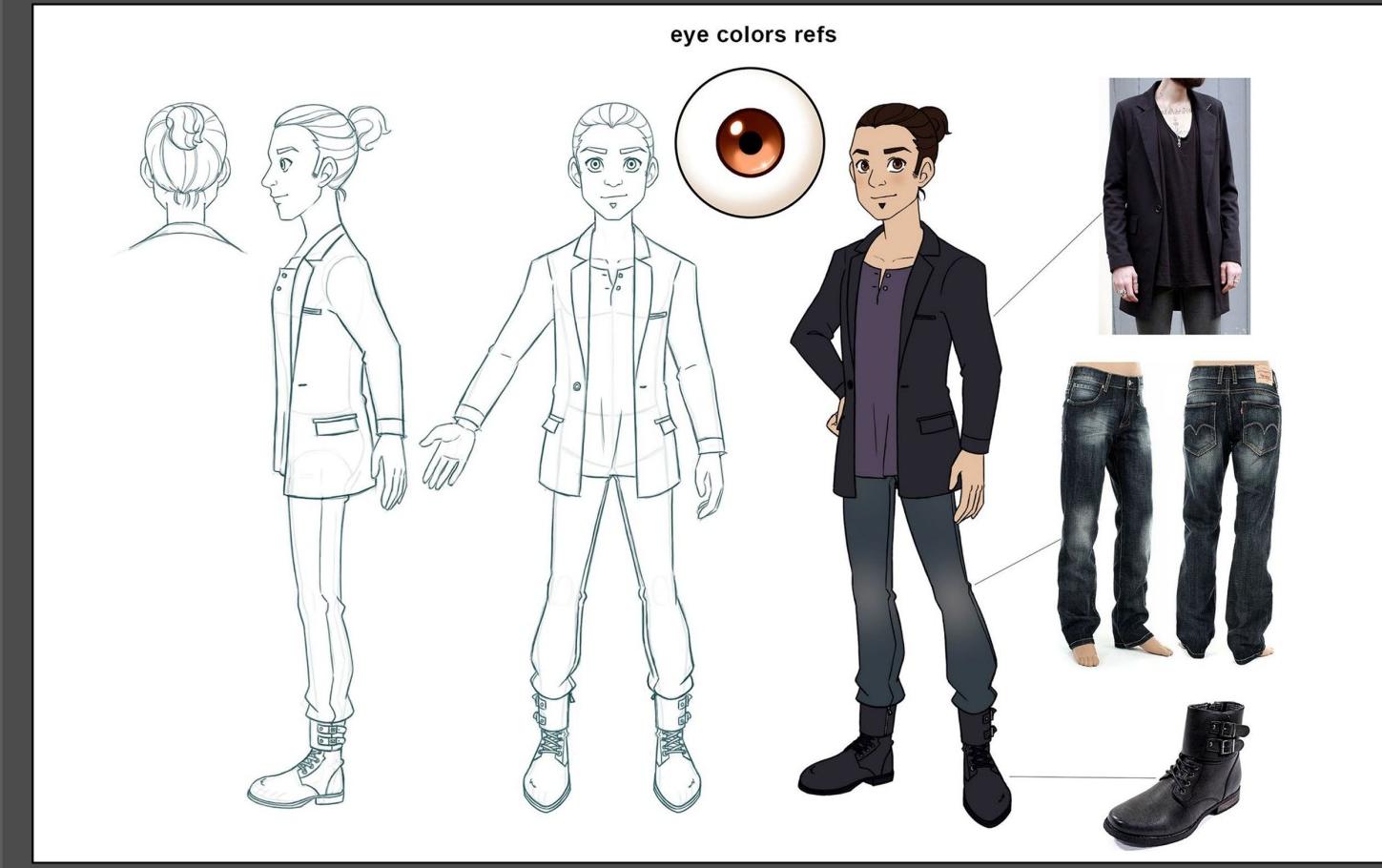


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH026\_MIREILLE\_CAUDET



## RELATION SIZE

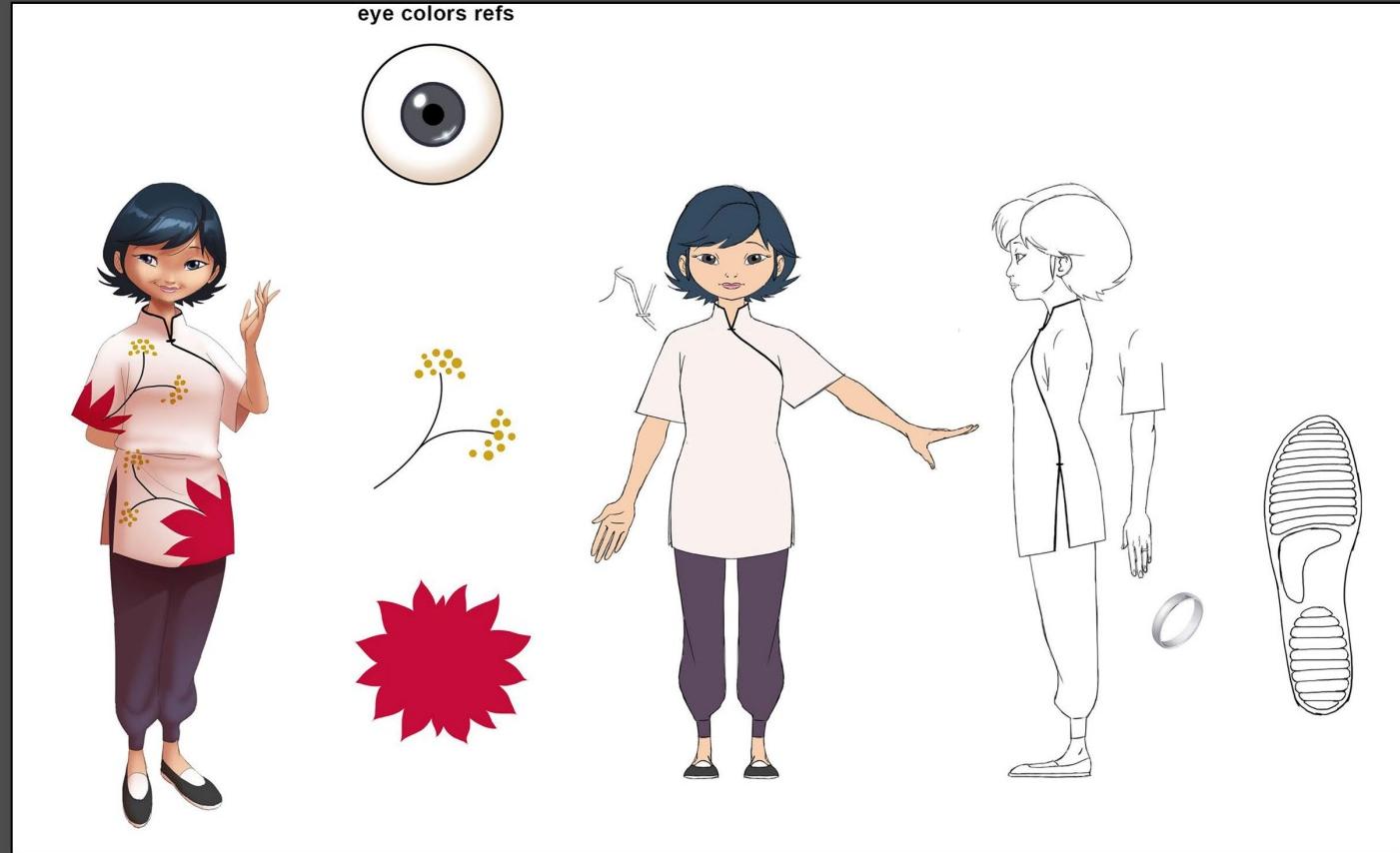


3D model

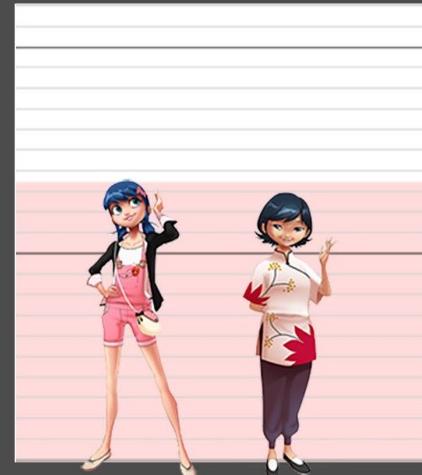


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH027\_THEO\_CAMEL



## RELATION SIZE

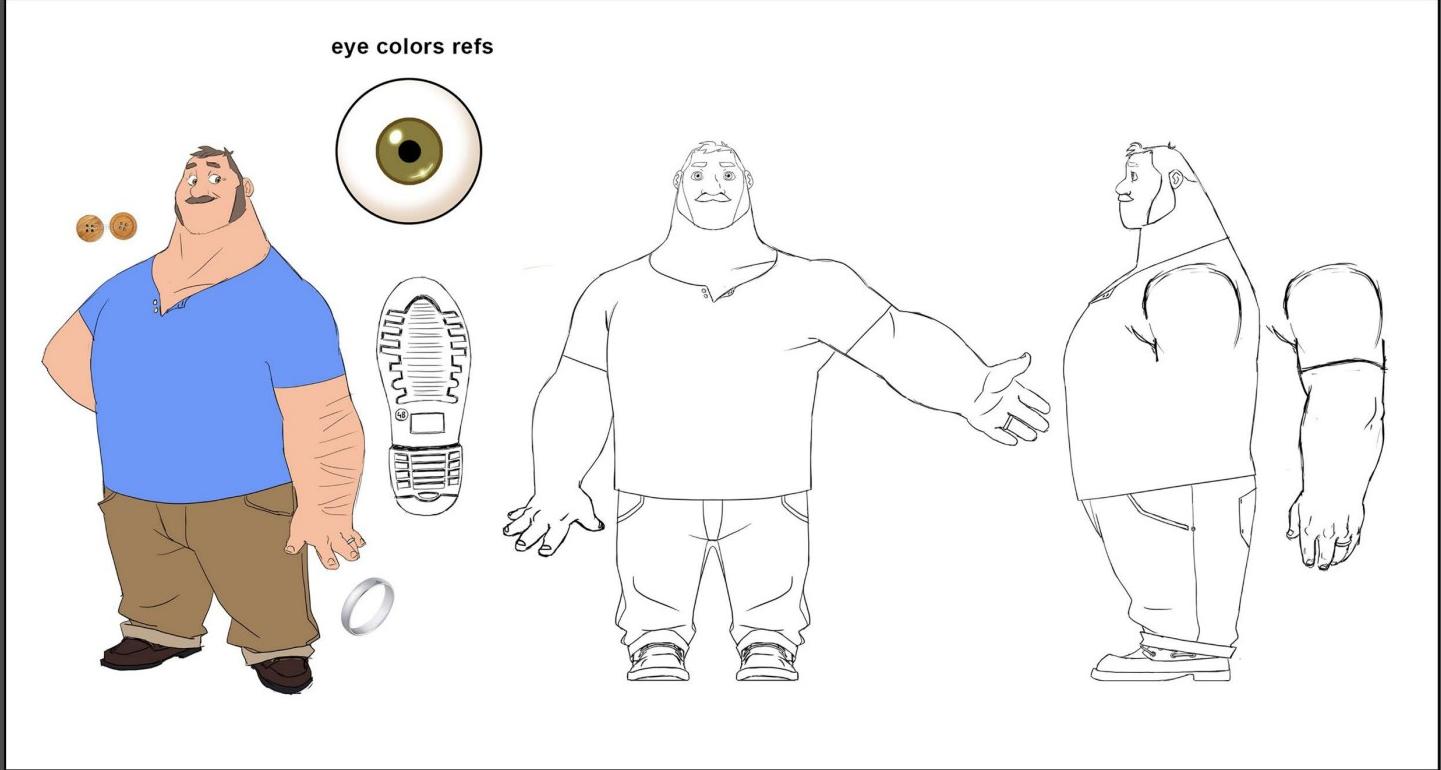


## 3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

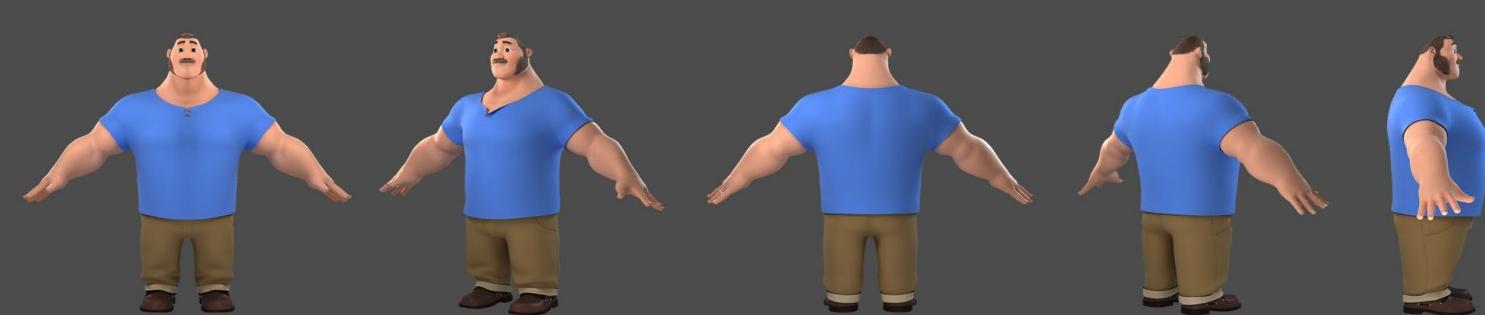
LB1\_100\_CH028\_SABINE



## RELATION SIZE



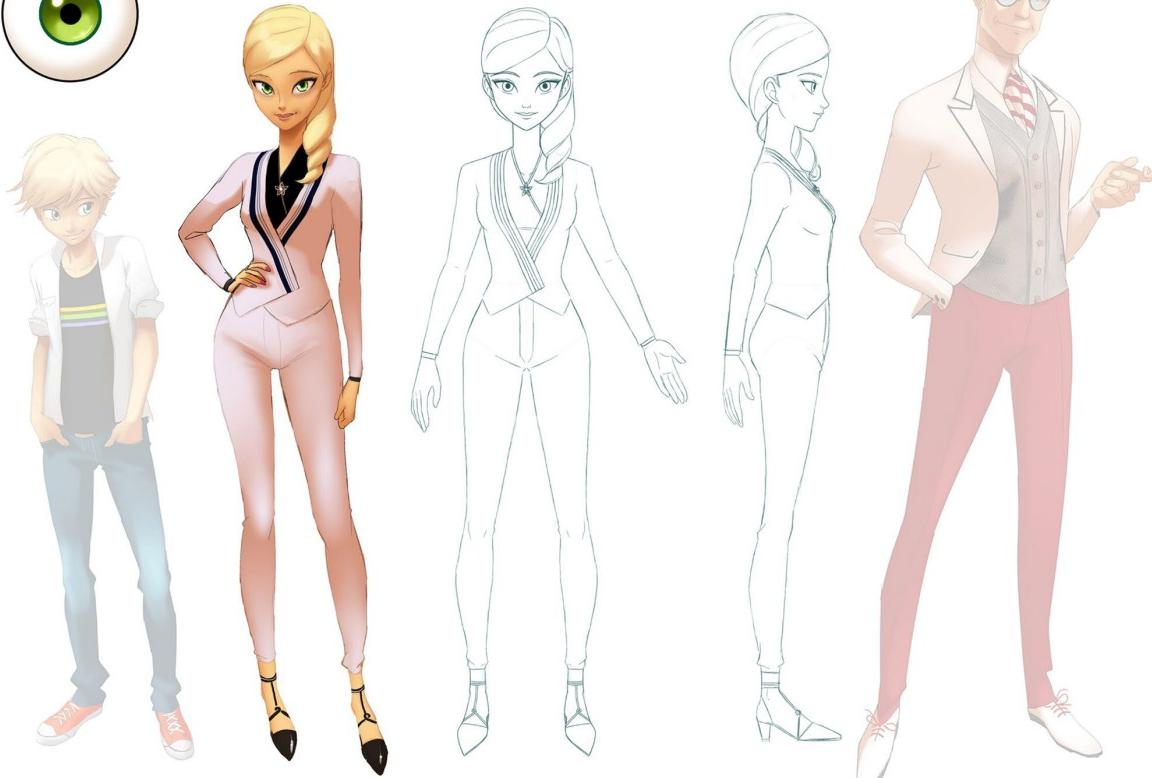
## 3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH029\_TOM

eye colors refs



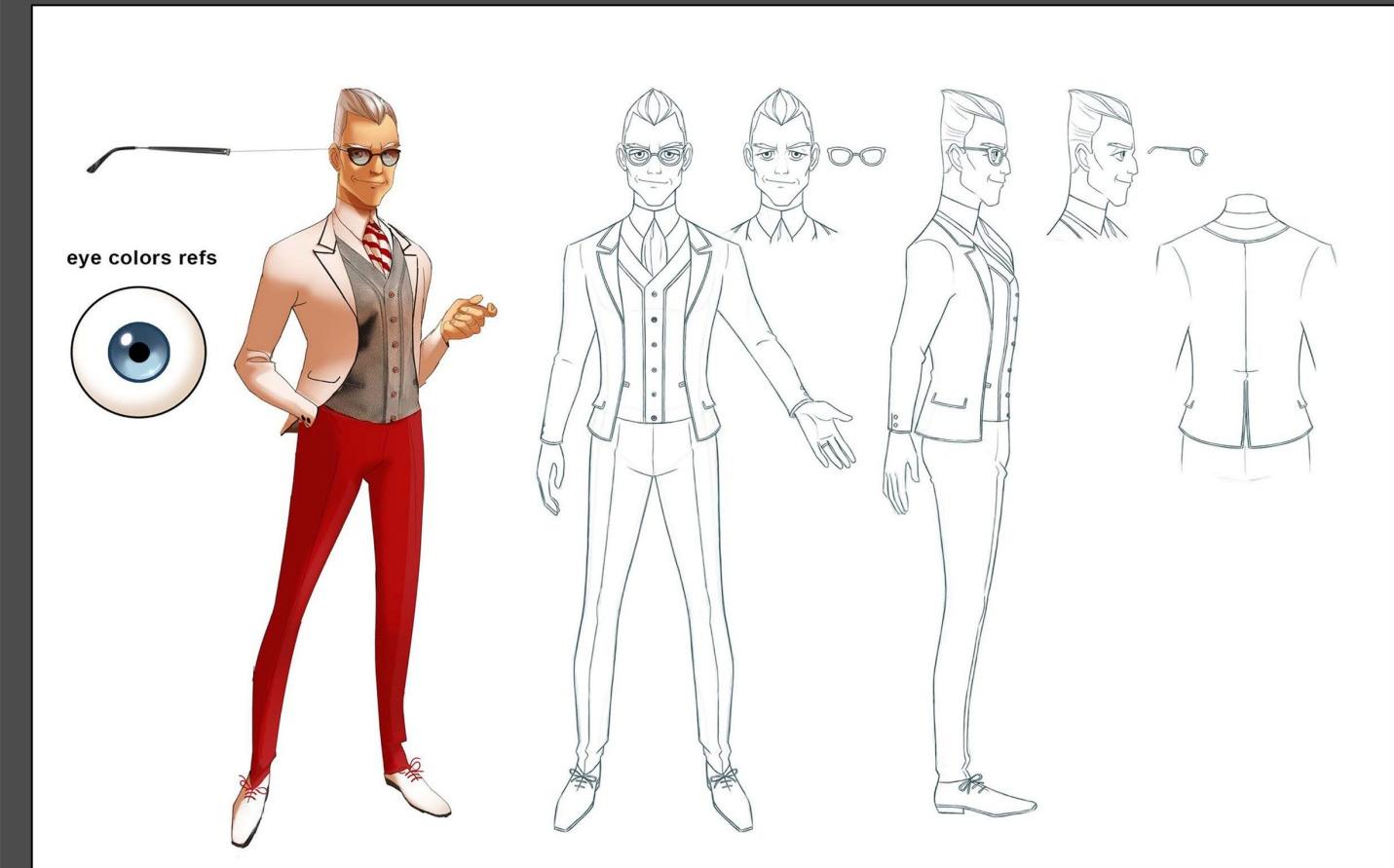
## RELATION SIZE



3D model



LB1\_100\_CH031\_EMILIE\_AGRESTE



## RELATION SIZE



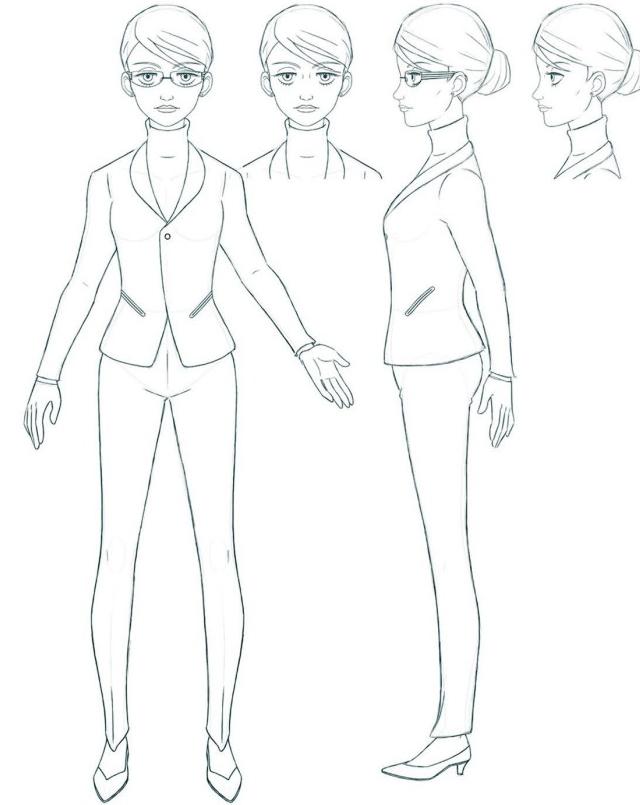
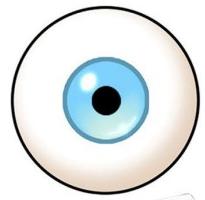
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH032\_GABRIEL

**eye colors refs**



**3D model**

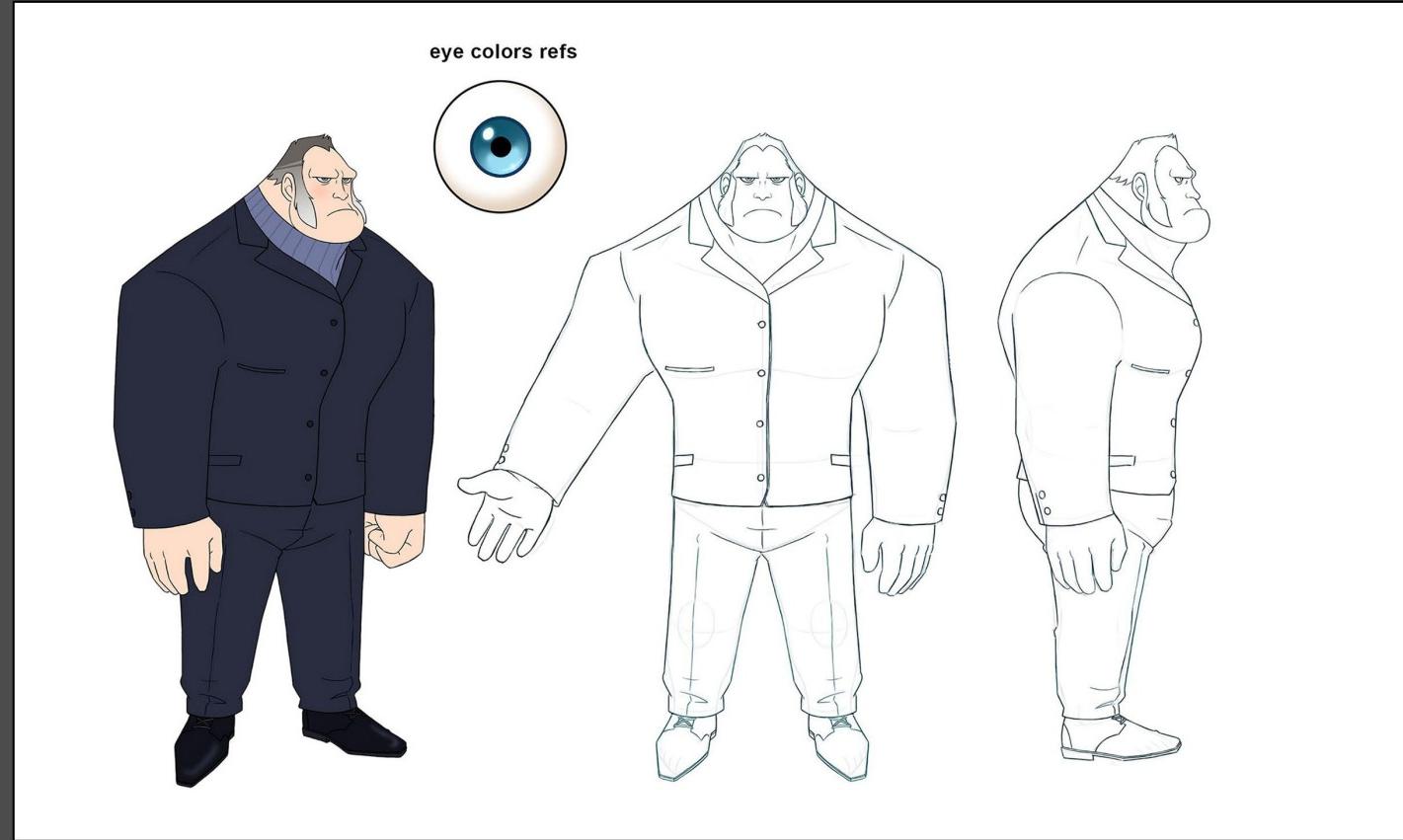


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH033\_NATHALIE

**RELATION SIZE**





## RELATION SIZE

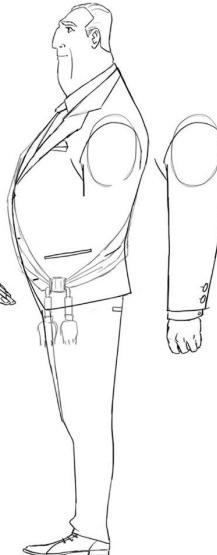
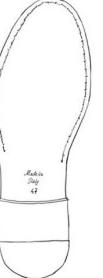
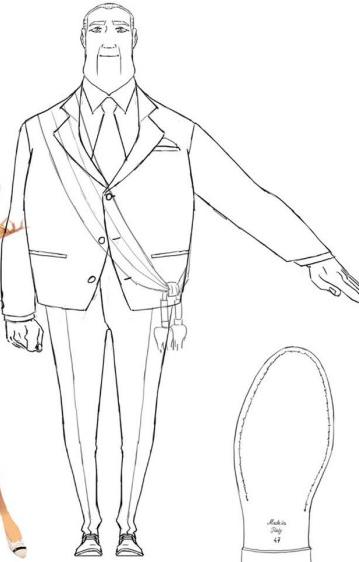


3D model



LB1\_100\_CH034\_BODYGARD\_GORILLA

eye colors refs



RELATION SIZE



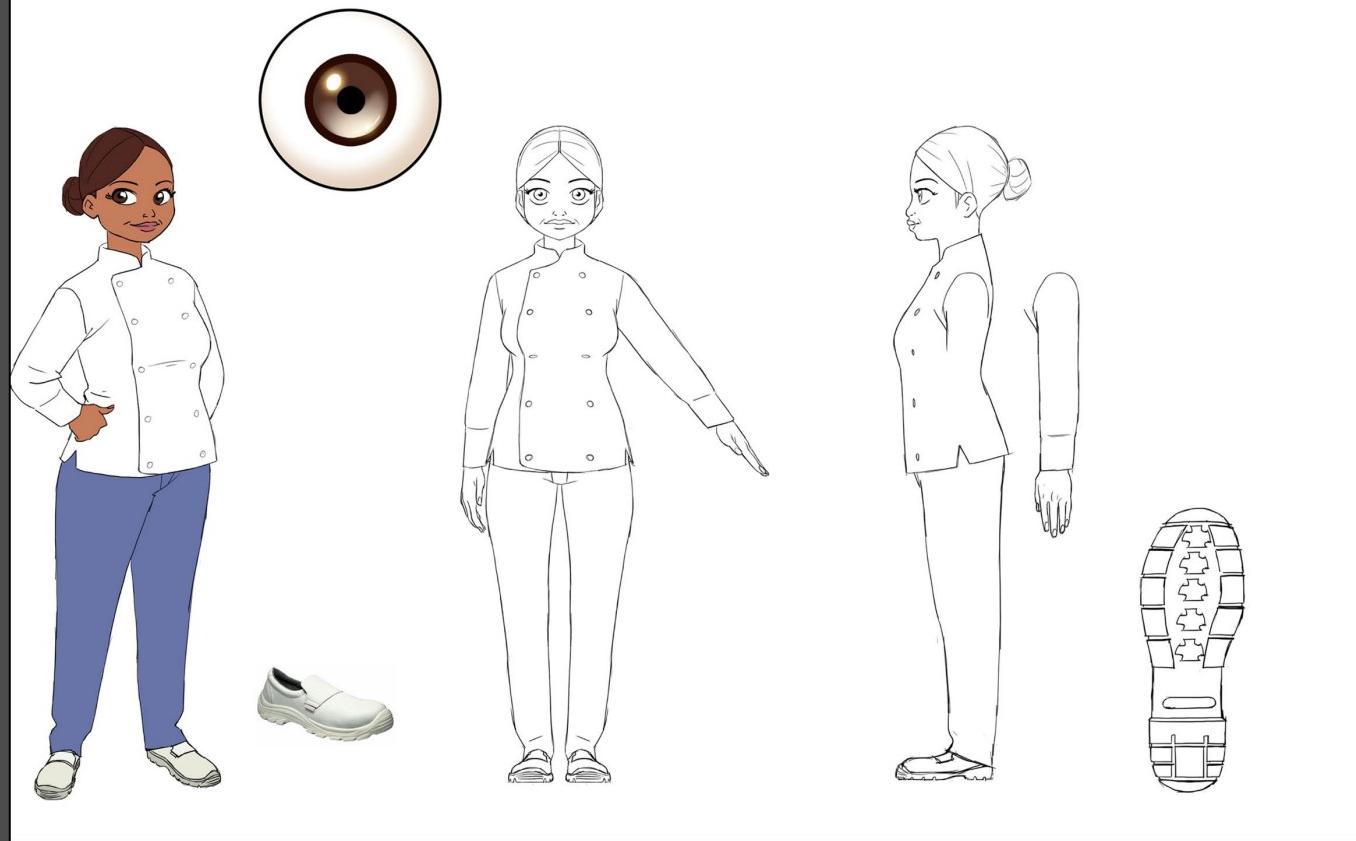
3D model



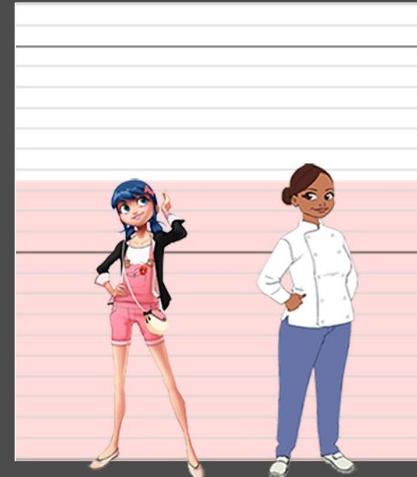
**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH035\_MR\_ANDRE\_BOURGEOIS

eye colors refs



RELATION SIZE

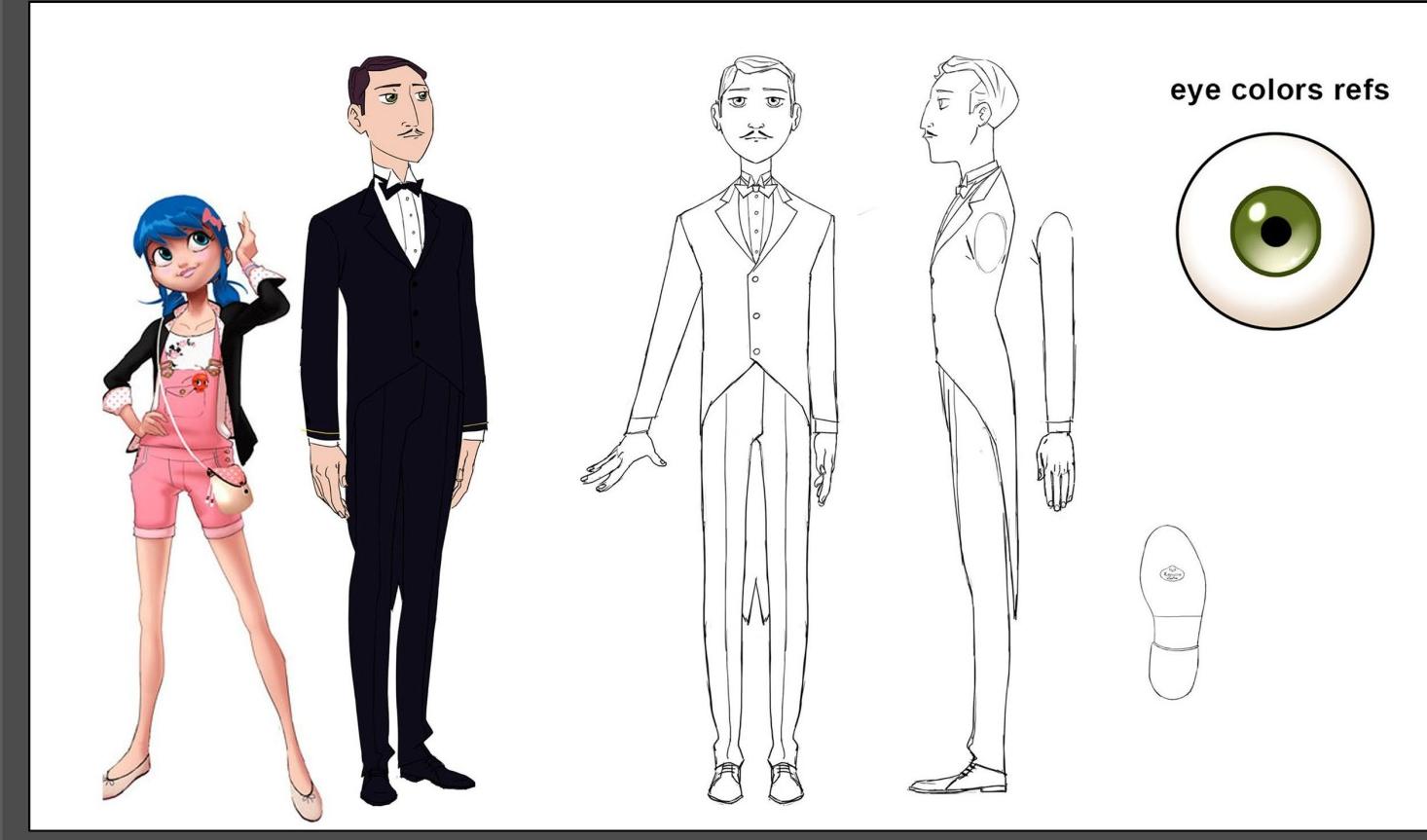


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH036\_MARLENA\_CHIEF



## RELATION SIZE

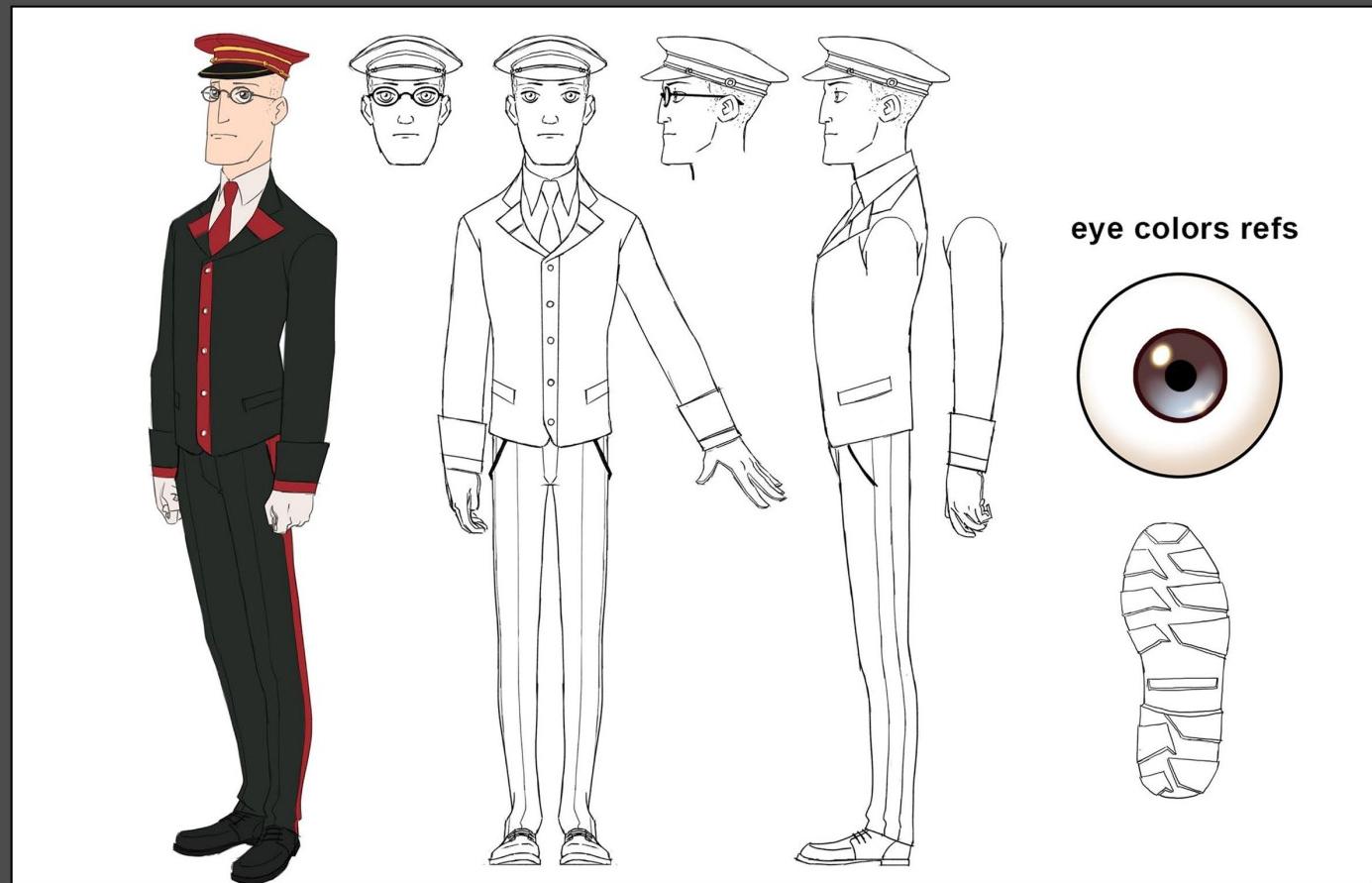


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

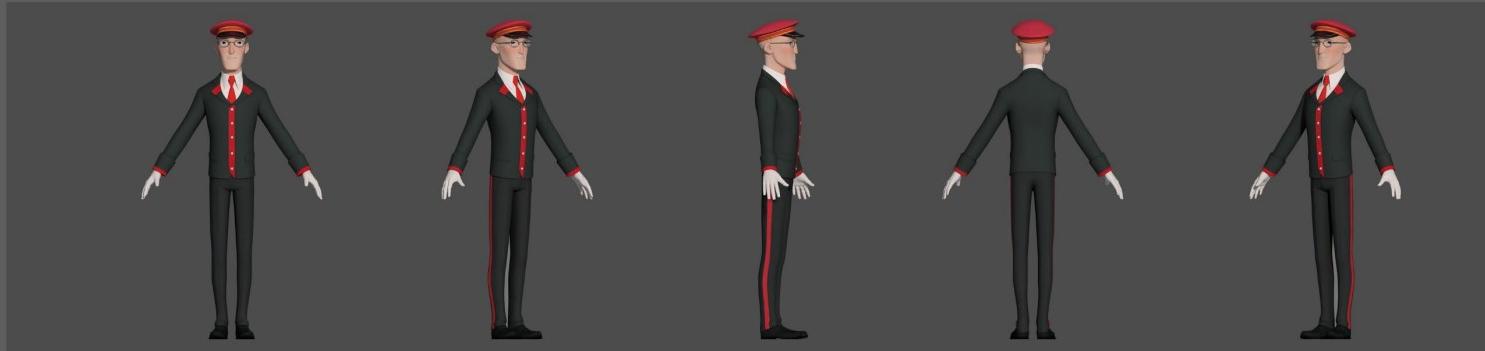
LB1\_100\_CH037\_MAJORDOME



## RELATION SIZE

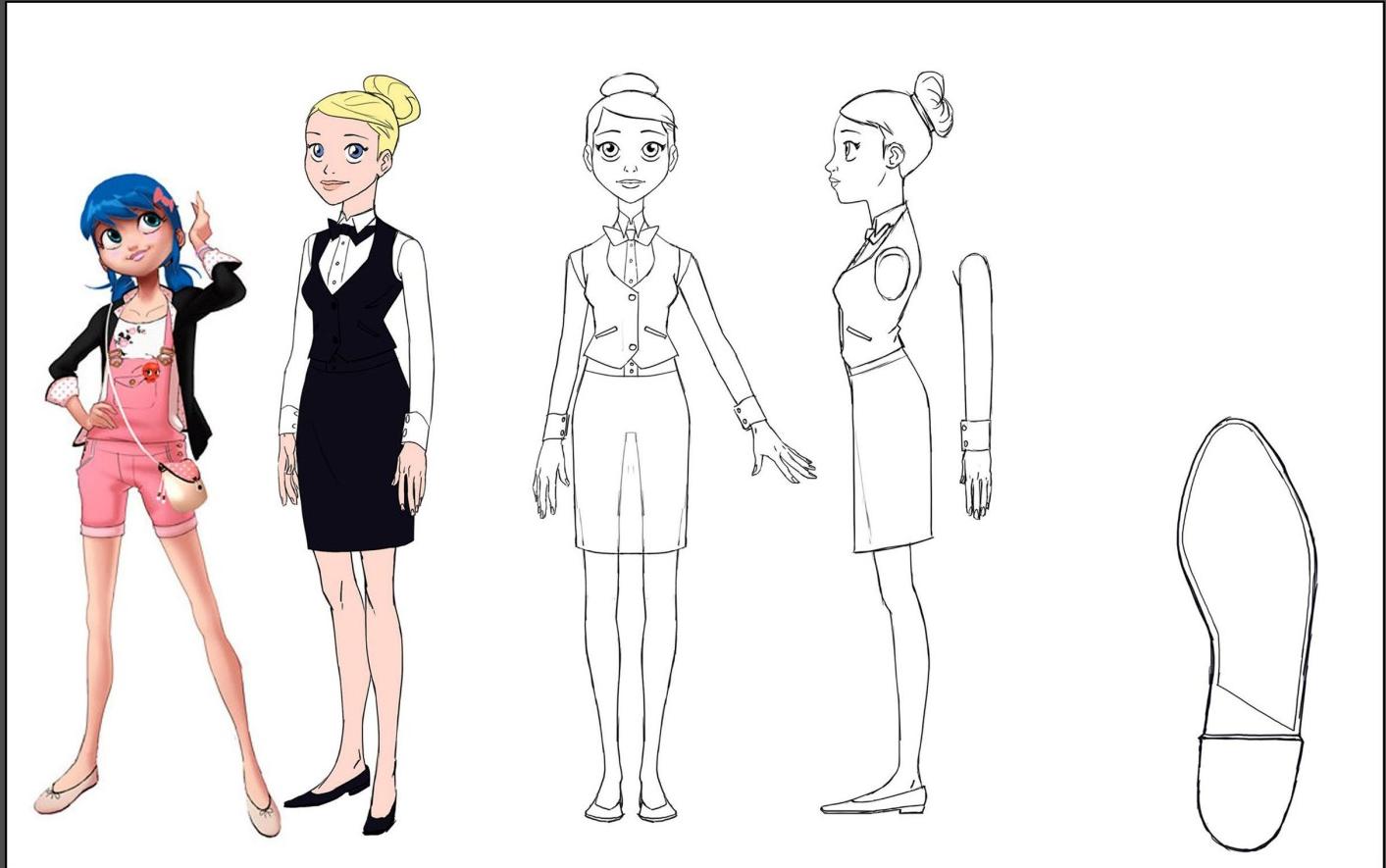


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH038\_DOORMAN



## RELATION SIZE



3D model

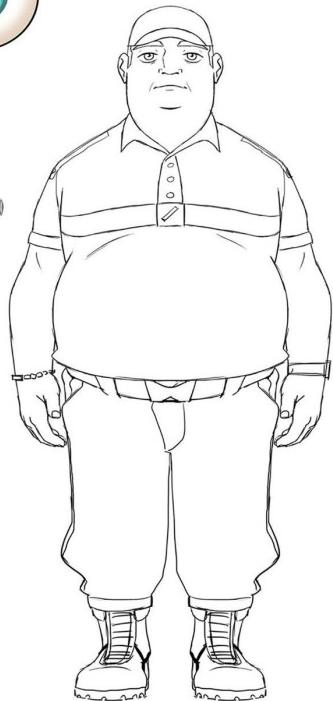


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH039\_MAID

# POLICE

eye colors refs



## RELATION SIZE



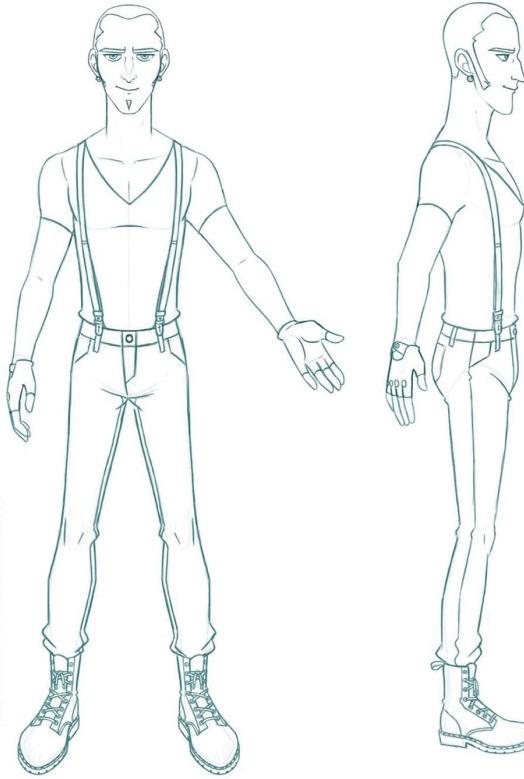
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH040\_AGENT\_ROGER

eye colors refs



## RELATION SIZE

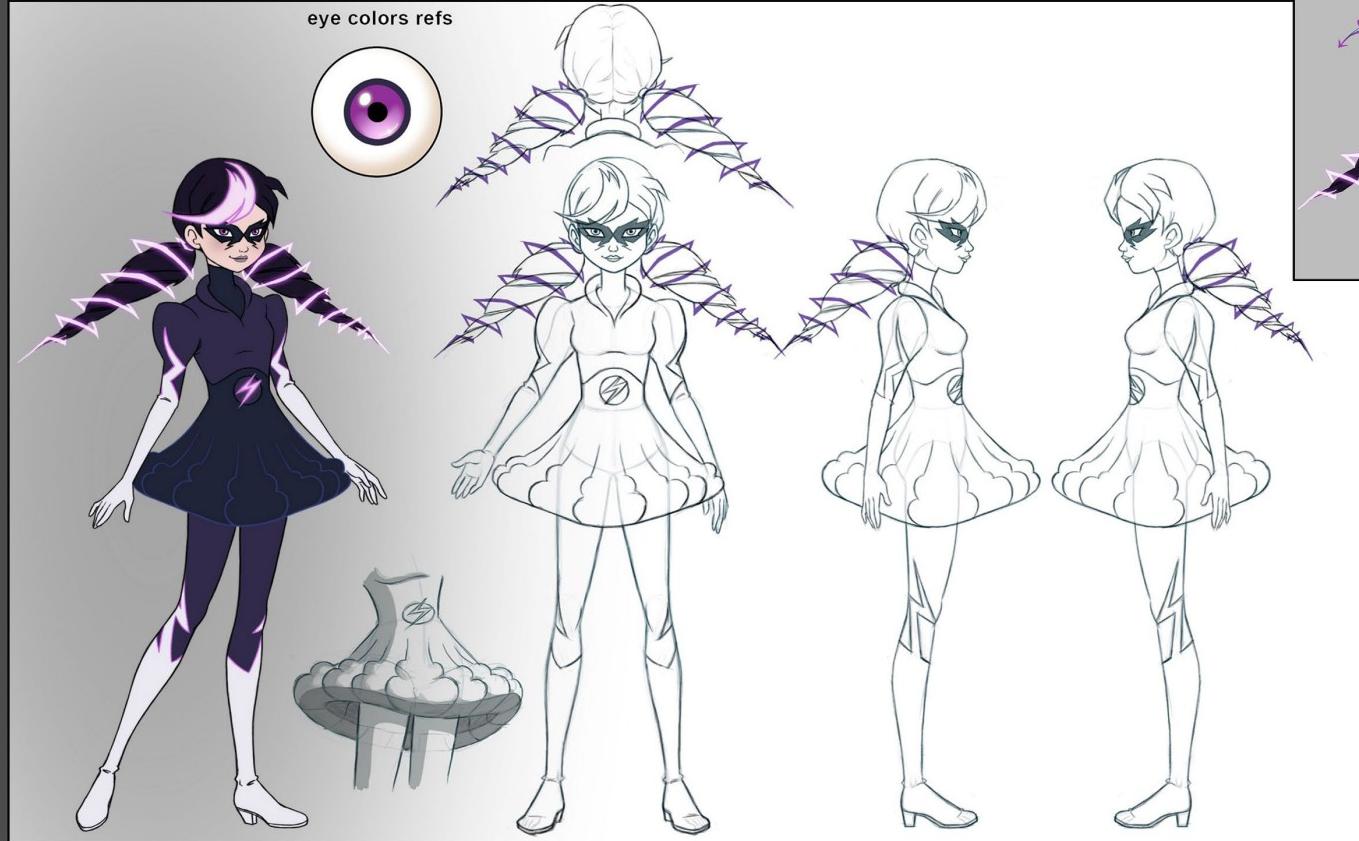


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH041\_PHOTOGRAPHER



## RELATION SIZE

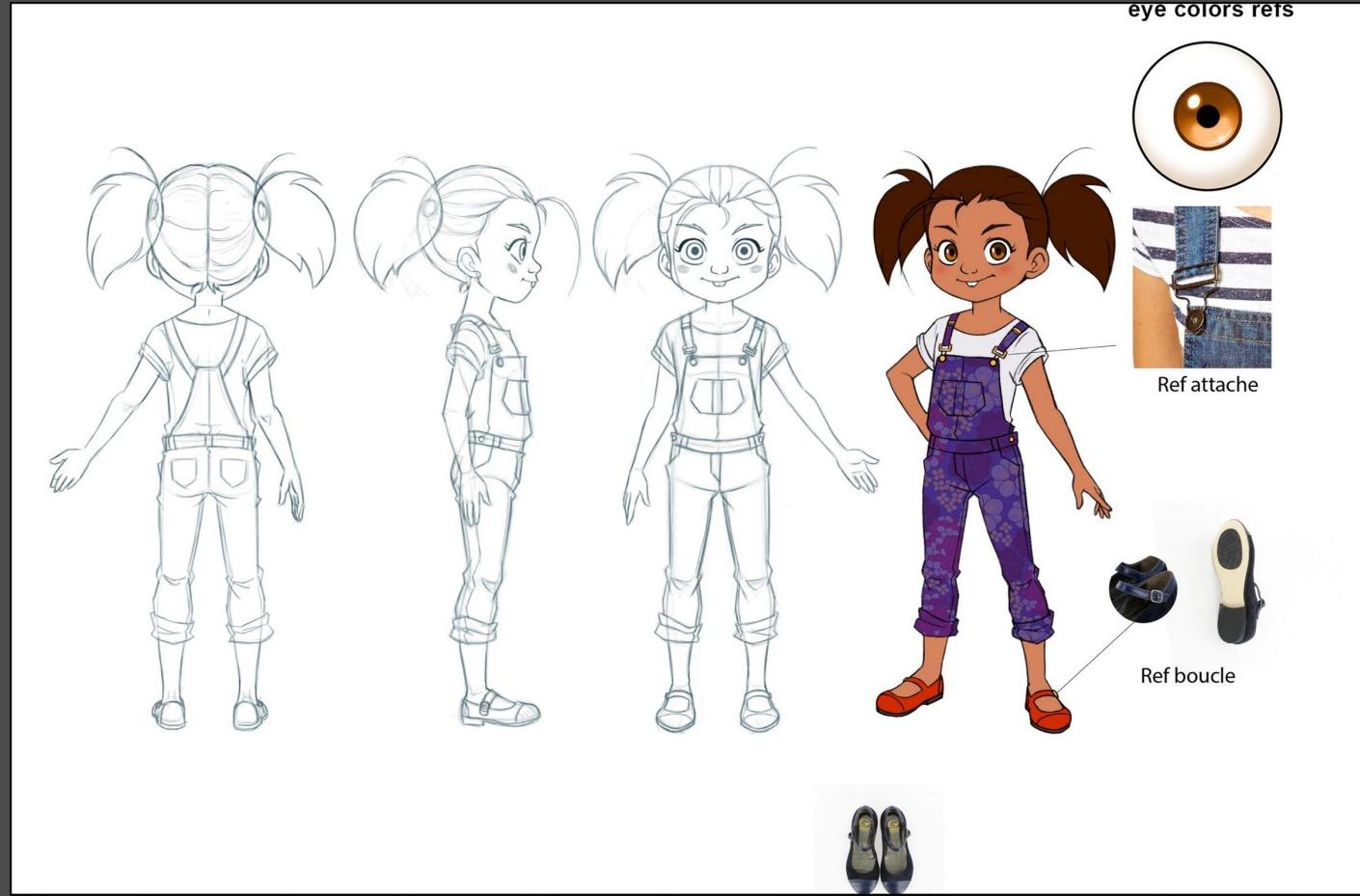


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH042\_STORMY\_WEATHER



## RELATION SIZE

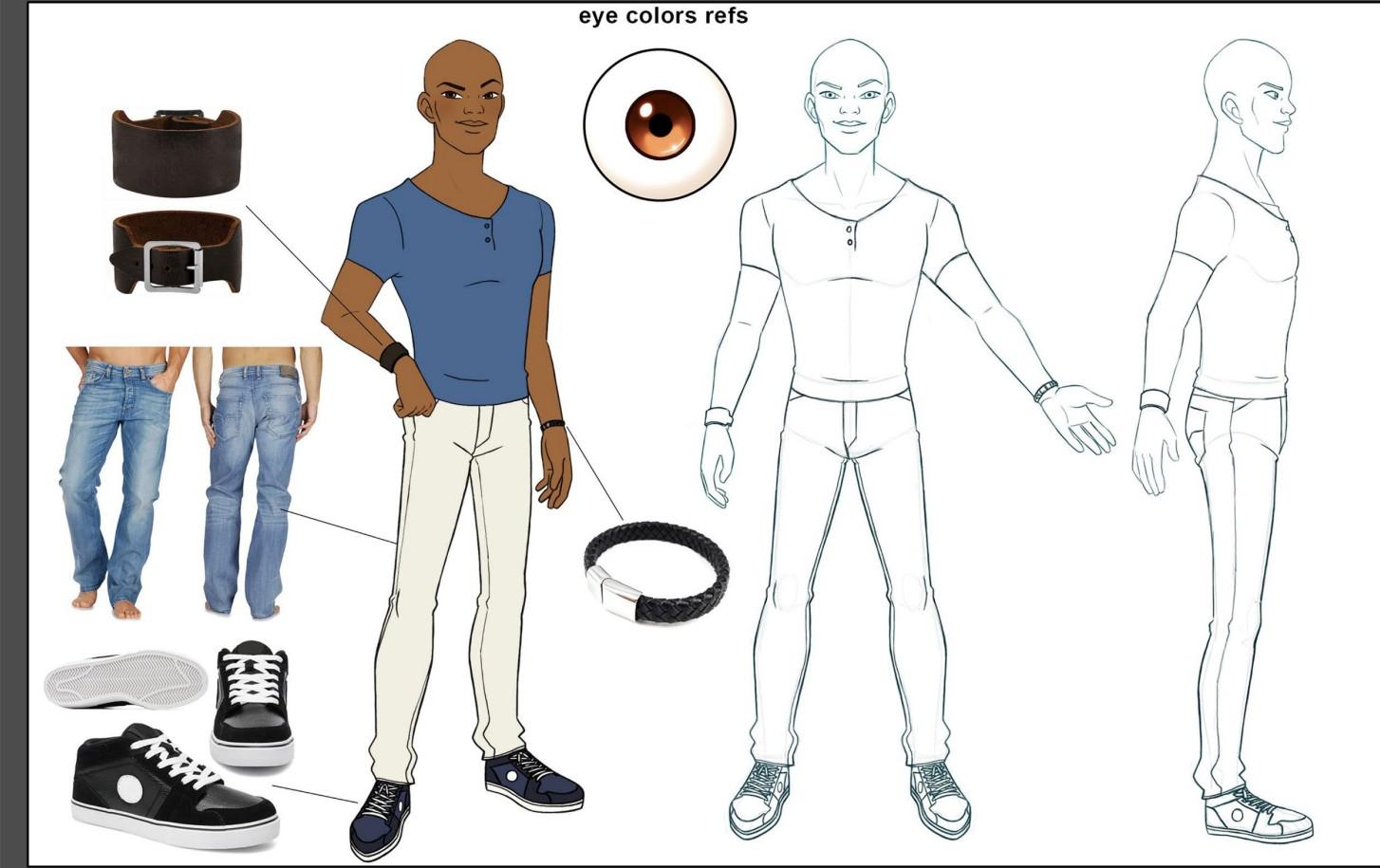


3D model

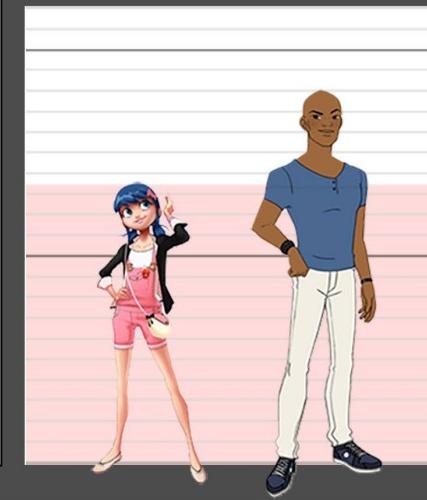


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH043\_MANON



## RELATION SIZE

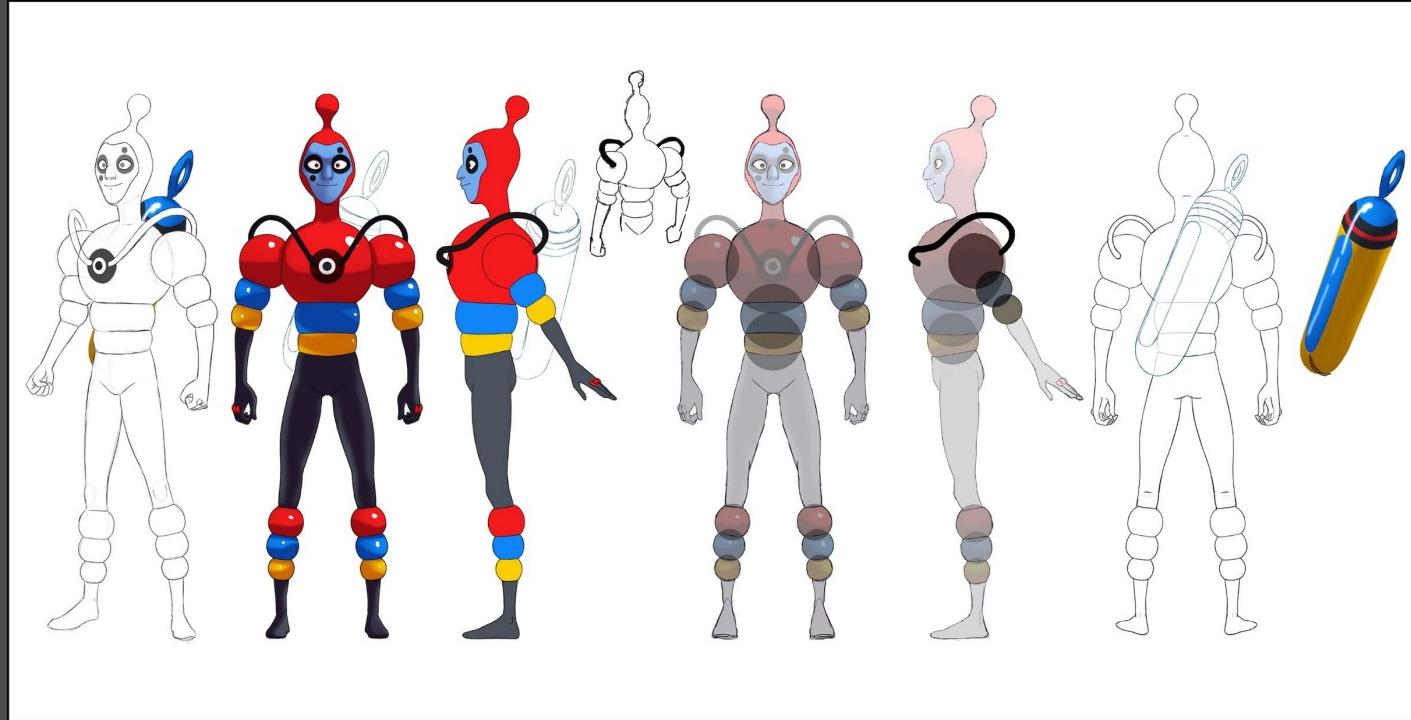


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH044\_ALEC



RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH046\_BUBLER

eye colors refs



## RELATION SIZE

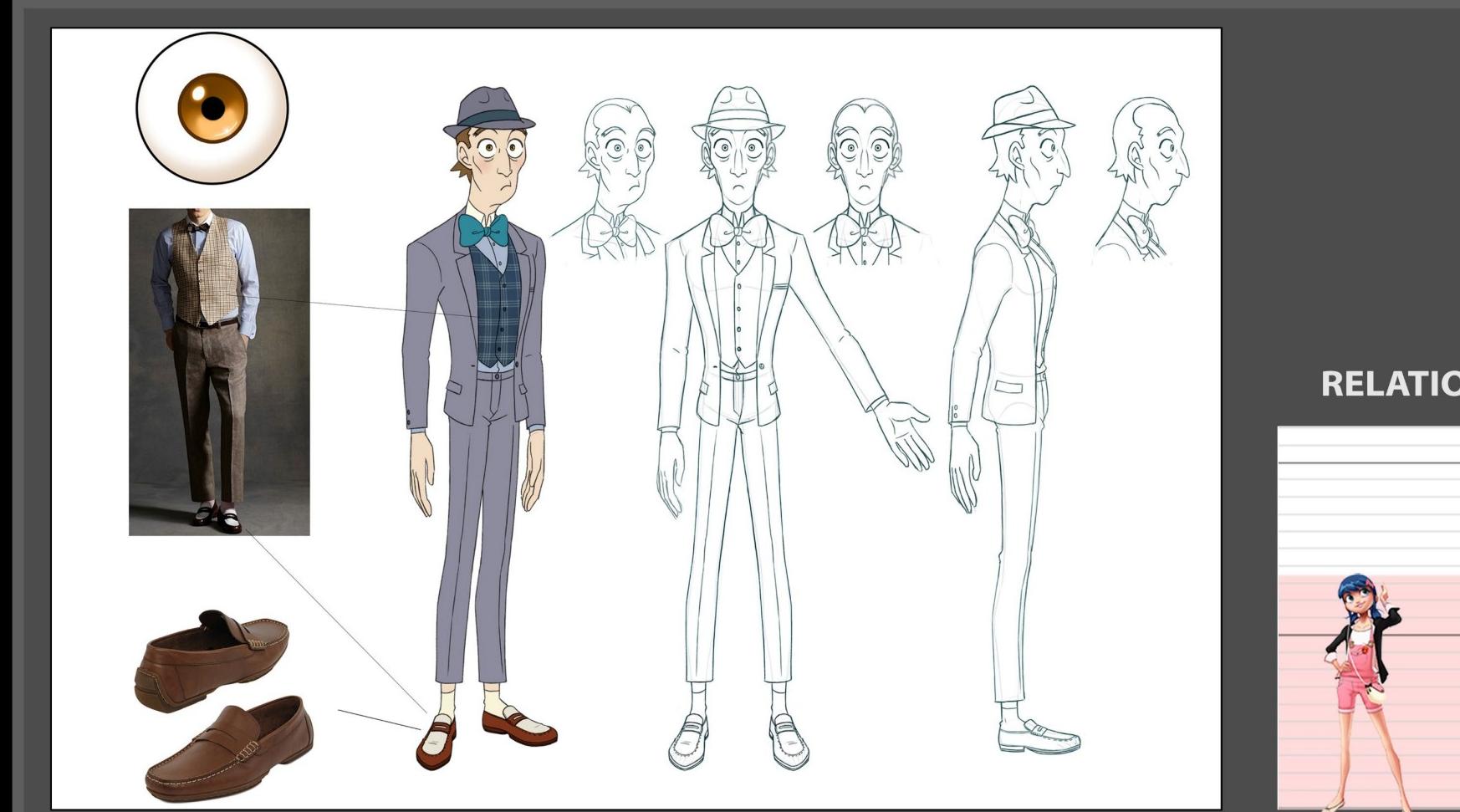


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH047\_MR\_PIGEON



## RELATION SIZE

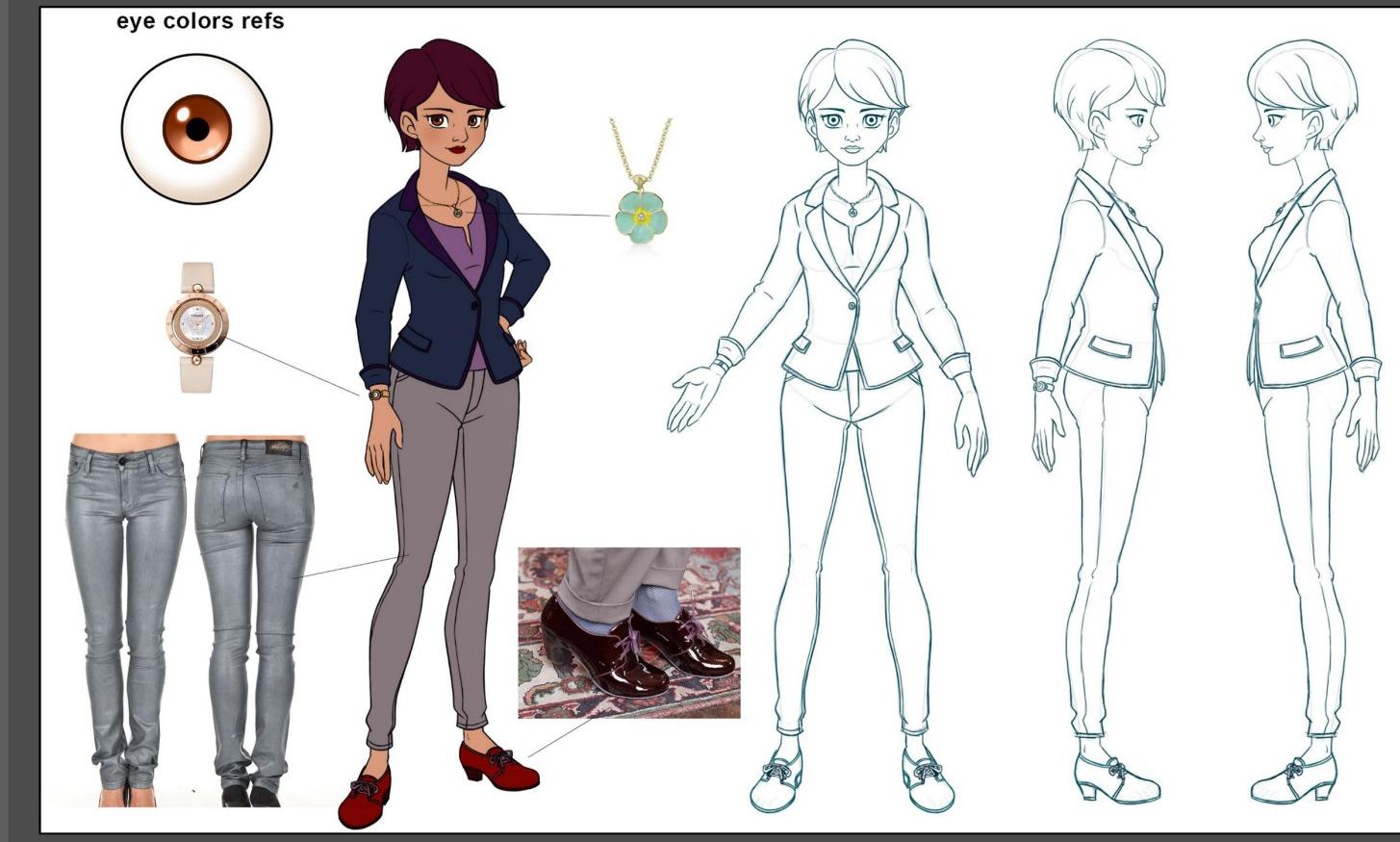


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH048\_XAVIER\_RAMIER



## RELATION SIZE

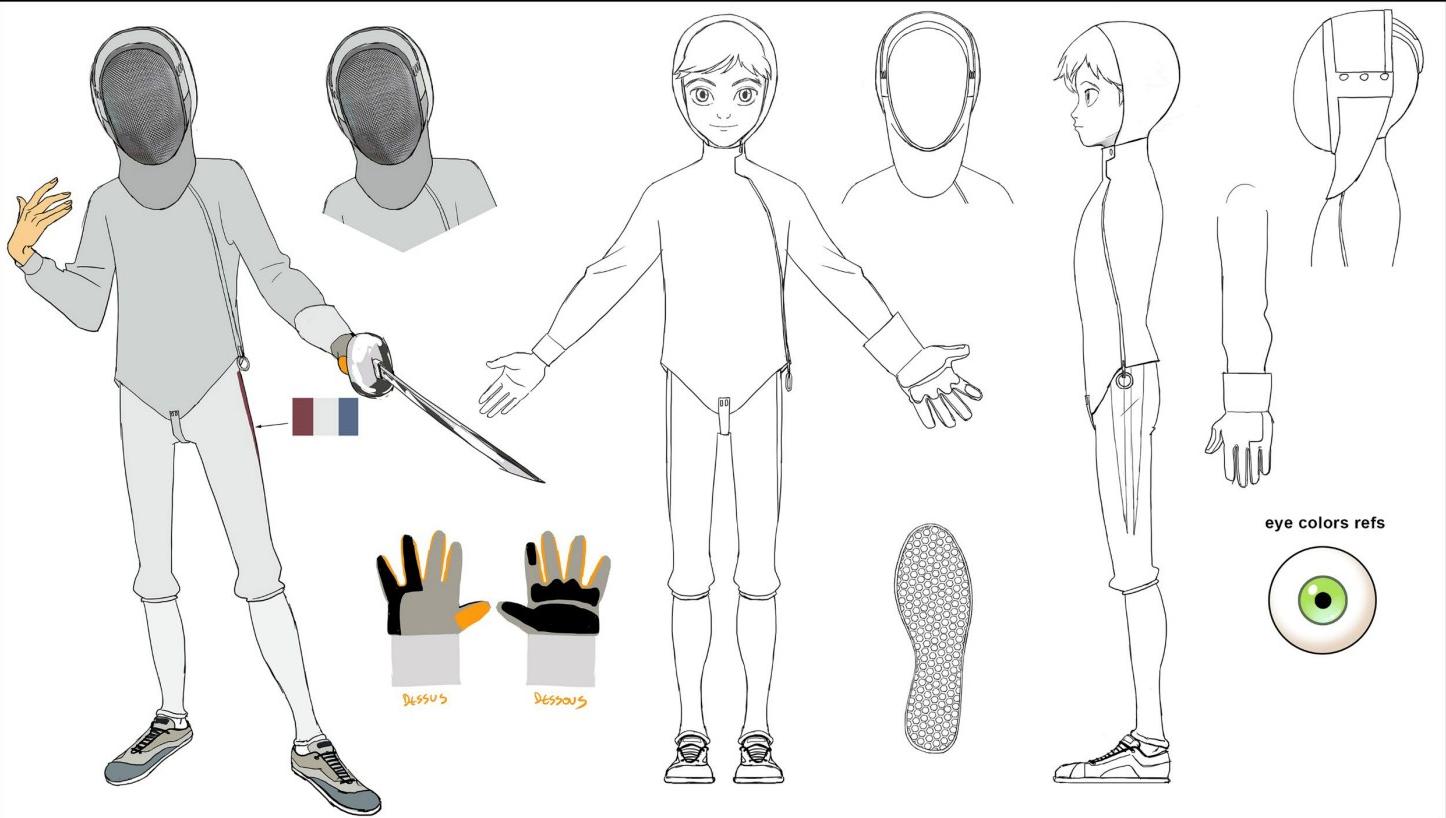


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH049\_NADJA\_CHAMACK



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH051\_ADRIEN\_FENCING\_SUITE

EVILLUSTRATOR



RELATION SIZE



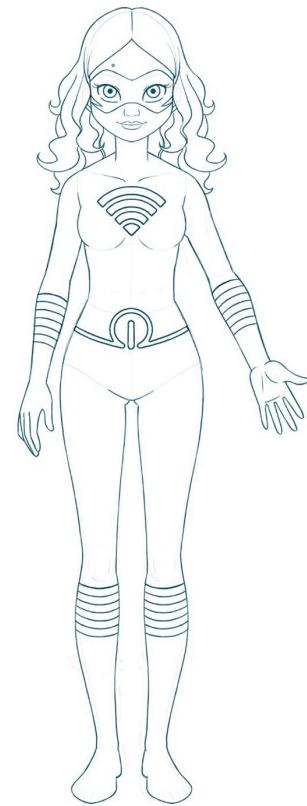
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH052\_EVILLUSTRATOR

eye colors refs



## RELATION SIZE

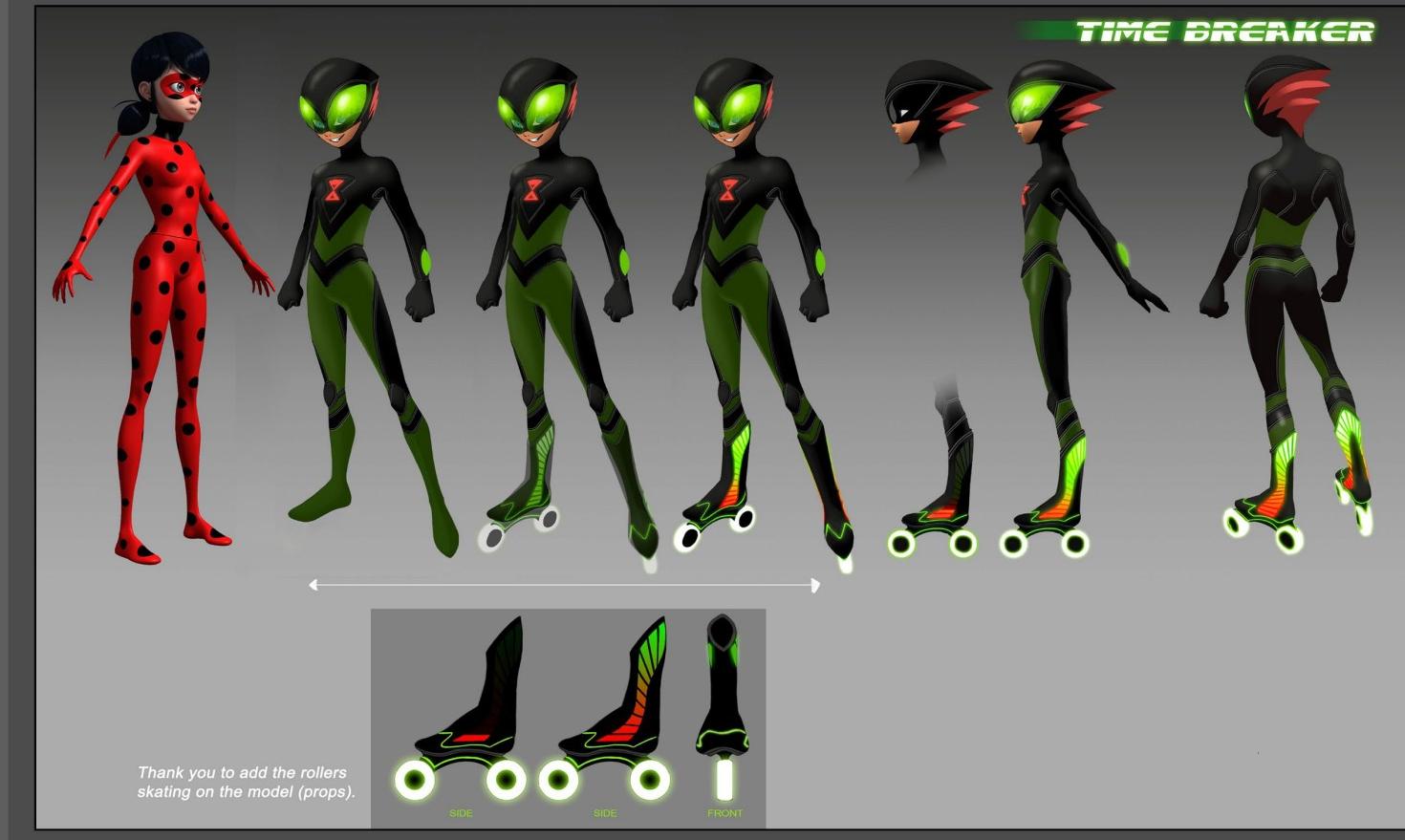


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH053\_LADY\_WIFI



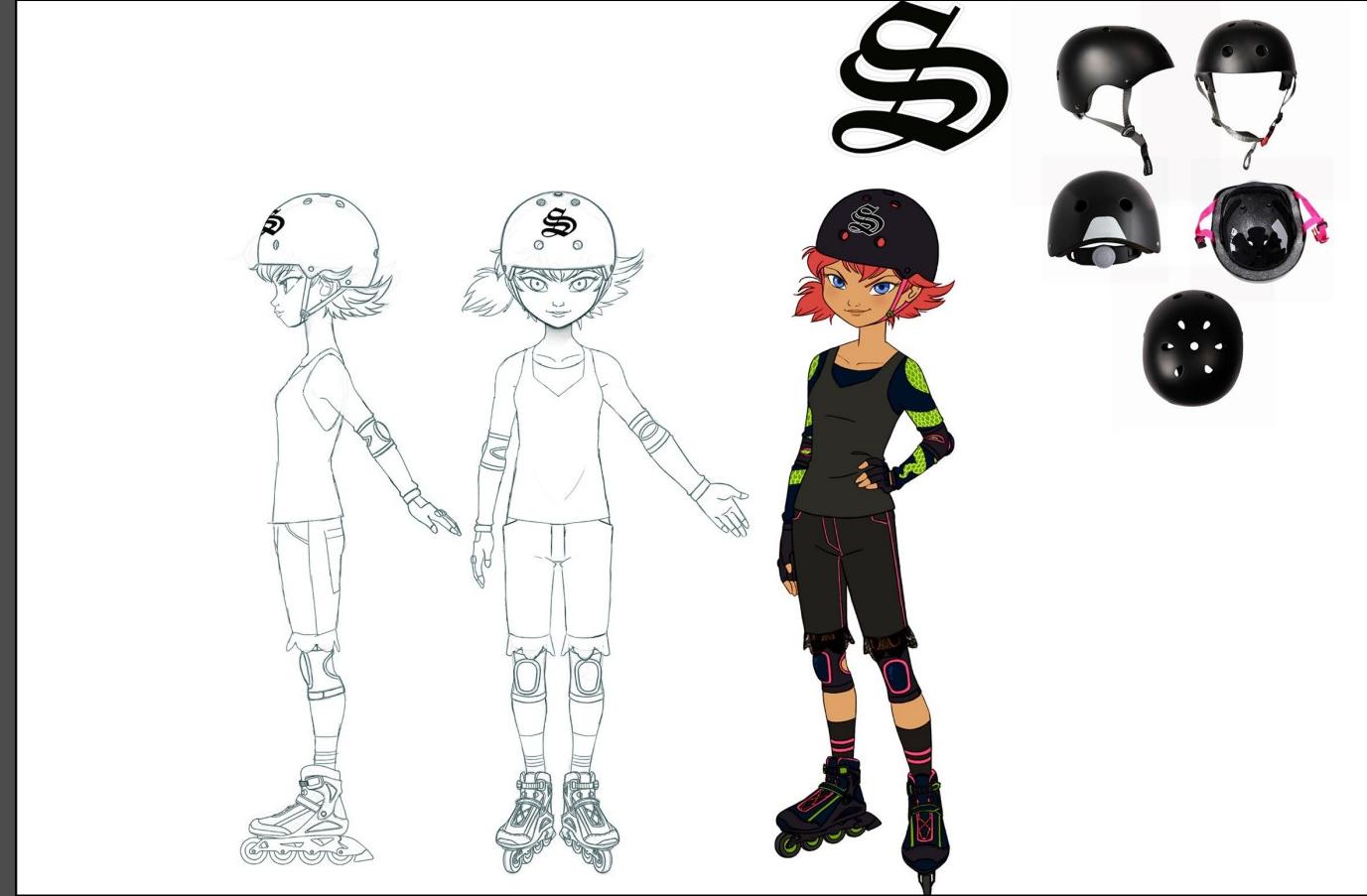
## RELATION SIZE



3D model



LB1\_100\_CH054\_TIMEBREAKER



RELATION SIZE

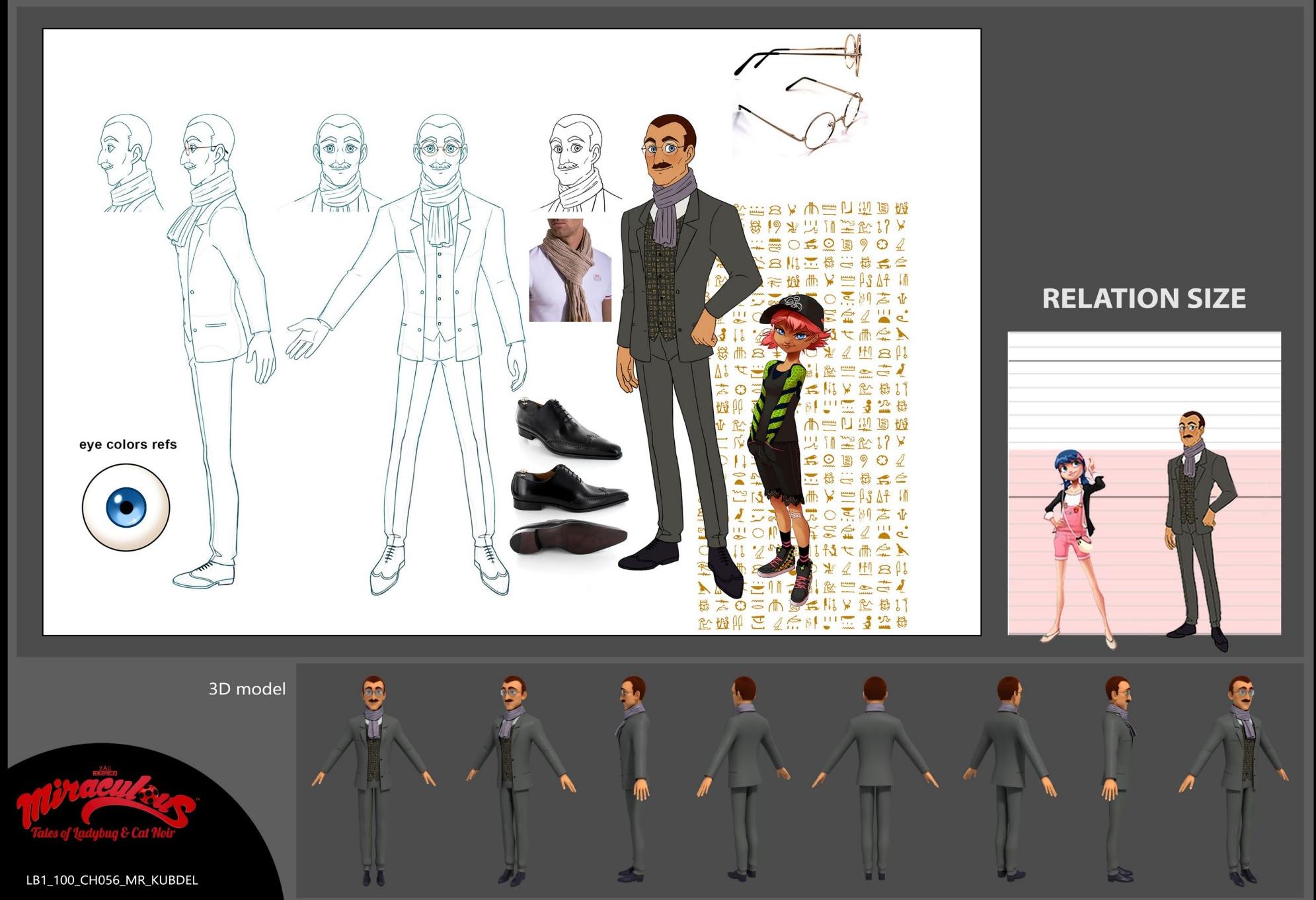


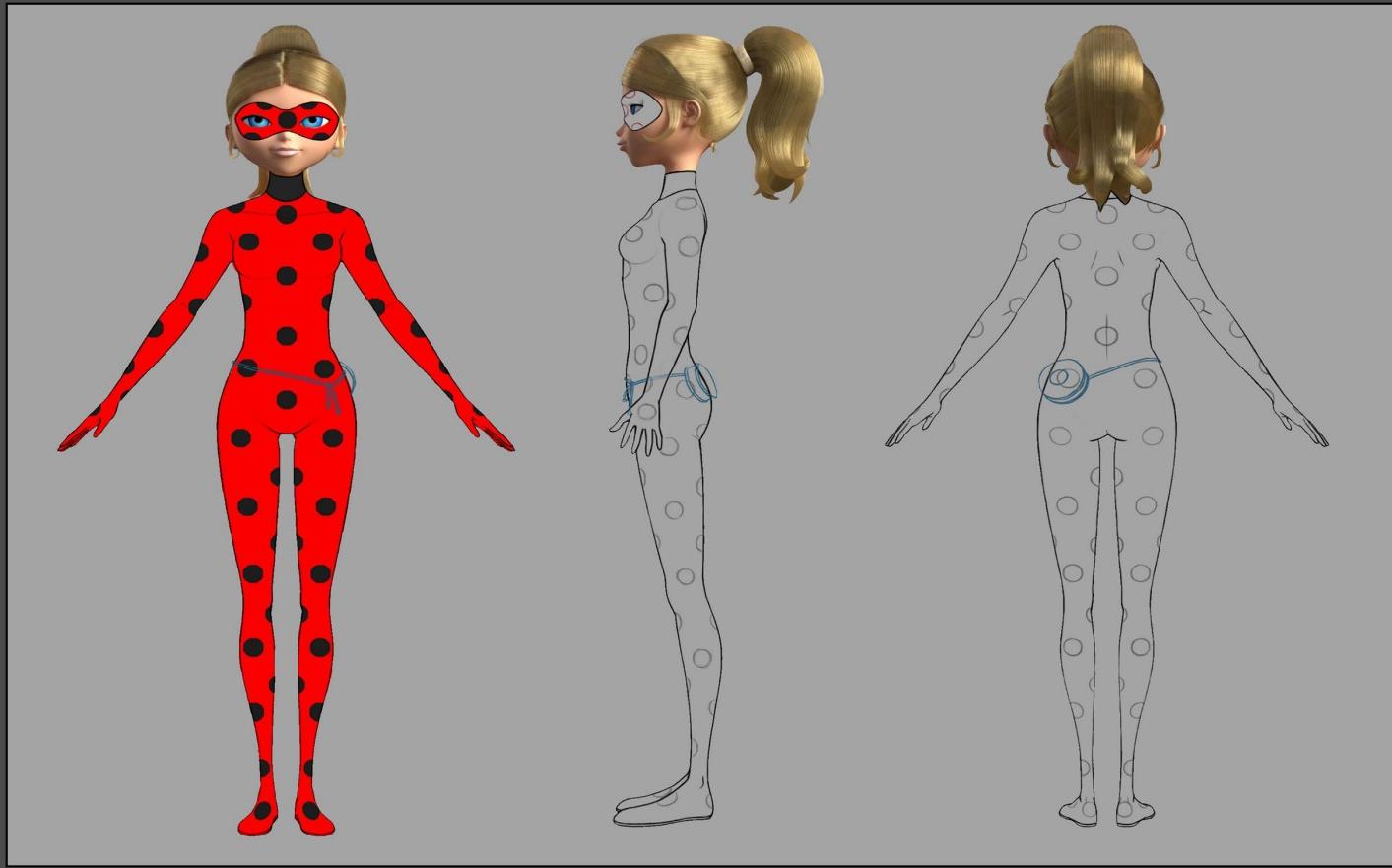
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH055\_ALIX\_ROLLER\_SUITE





## RELATION SIZE

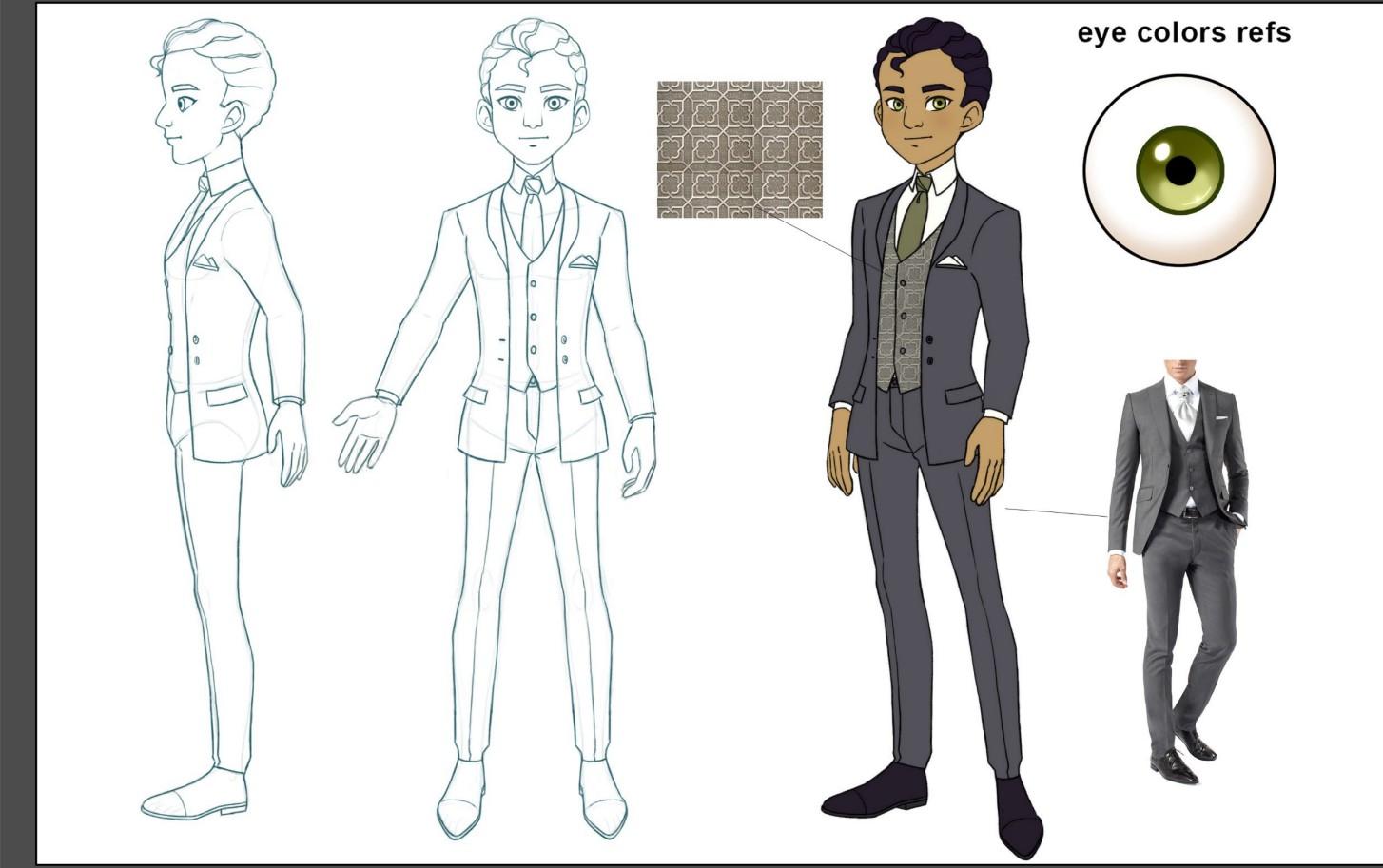


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH058\_CHLOE\_LADYBUG\_SUIT



## RELATION SIZE

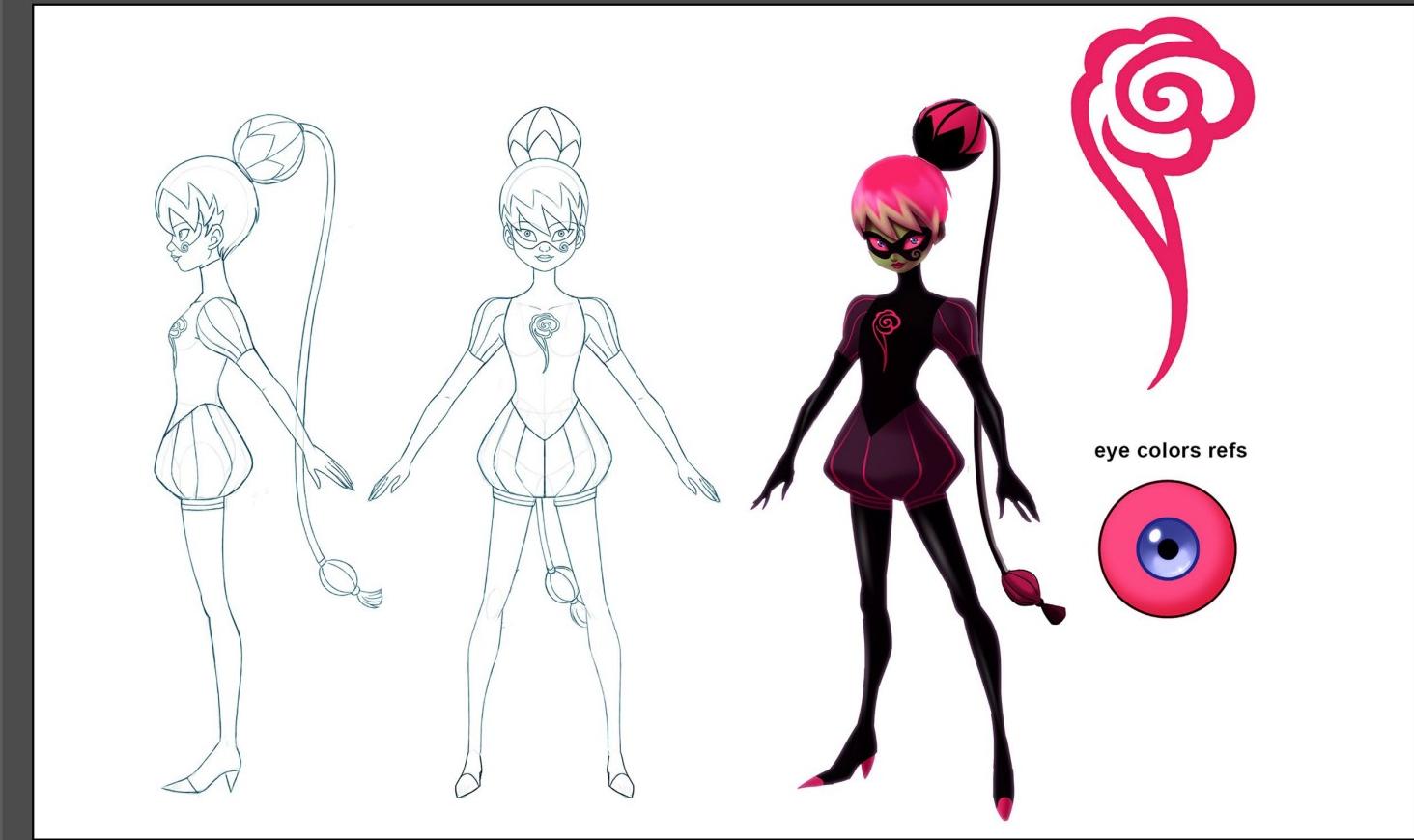


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH059\_PRINCE\_ALI



## RELATION SIZE

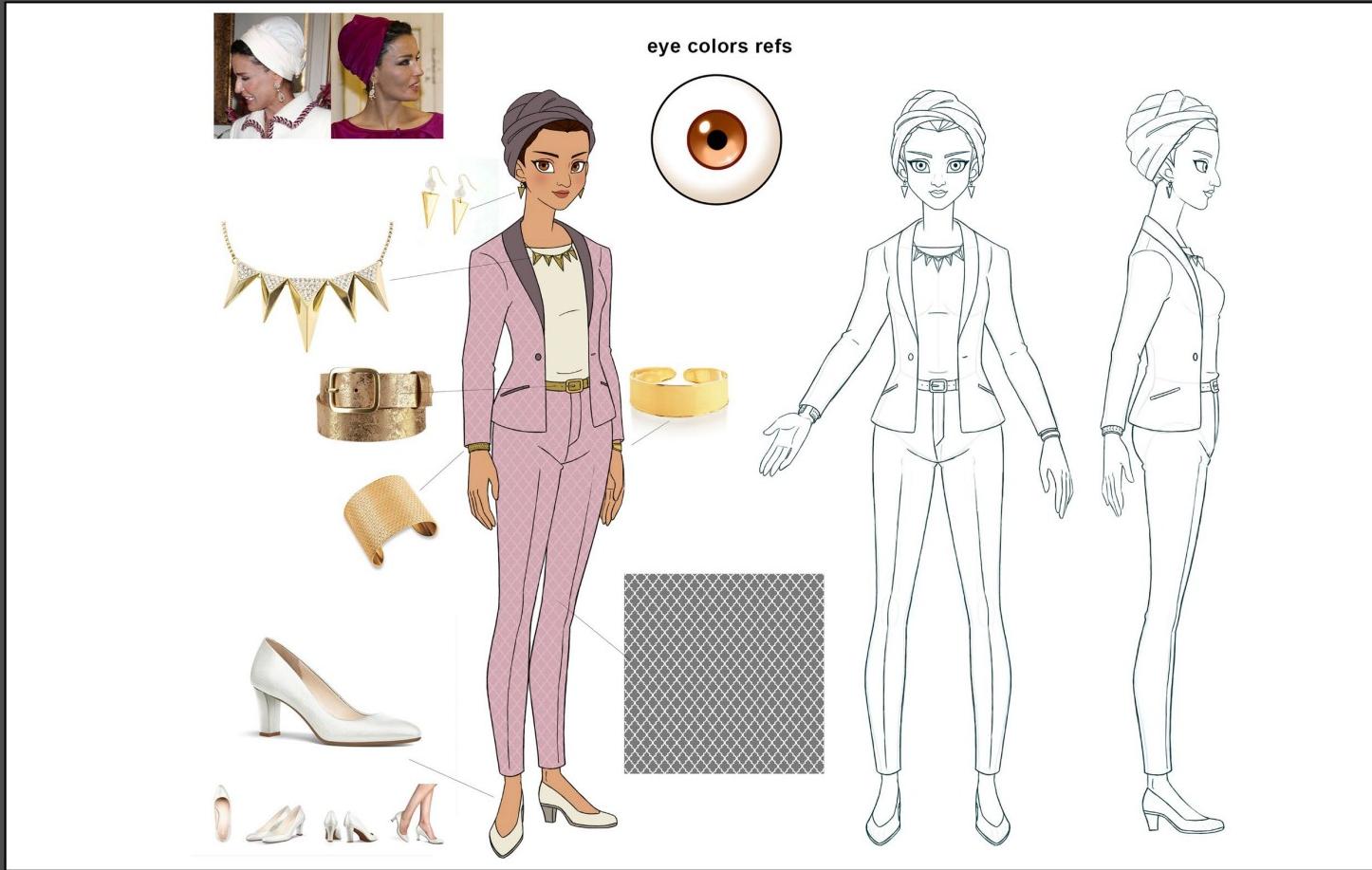


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH060\_PRINCESS\_FRAGRANCE



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH061\_PRINCE\_ALI\_MANAGER



## RELATION SIZE



3D model

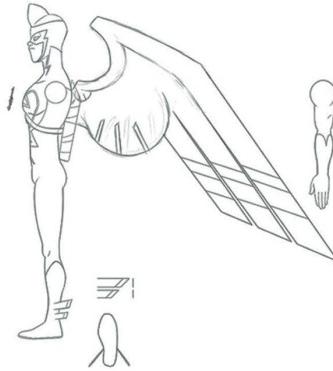


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH062\_MASTER\_FU



Model of fabric for the costume.



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

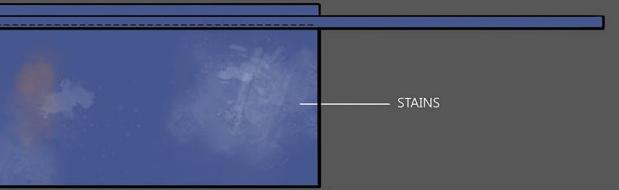
LB1\_100\_CH063\_DARKCUPID



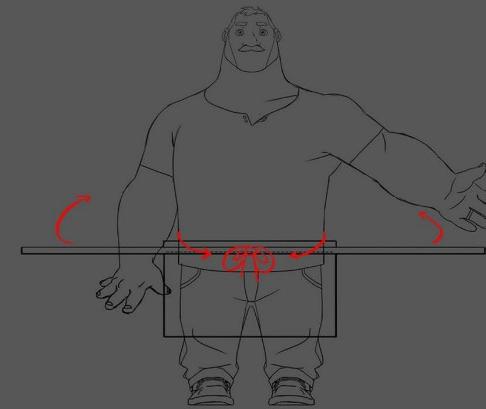
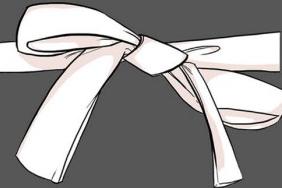
EPISODE 116 (0:35) APRON OF TOM



REFERENCE OF TEXTURE



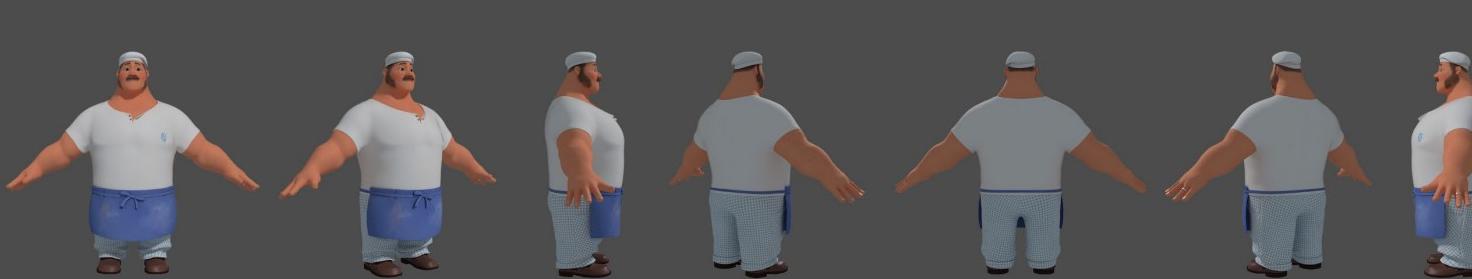
STAINS



## RELATION SIZE



3D model



LB1\_100\_CH064\_TOM\_APRON



**MODEL UPDATED**  
Please add the earrings



## RELATION SIZE

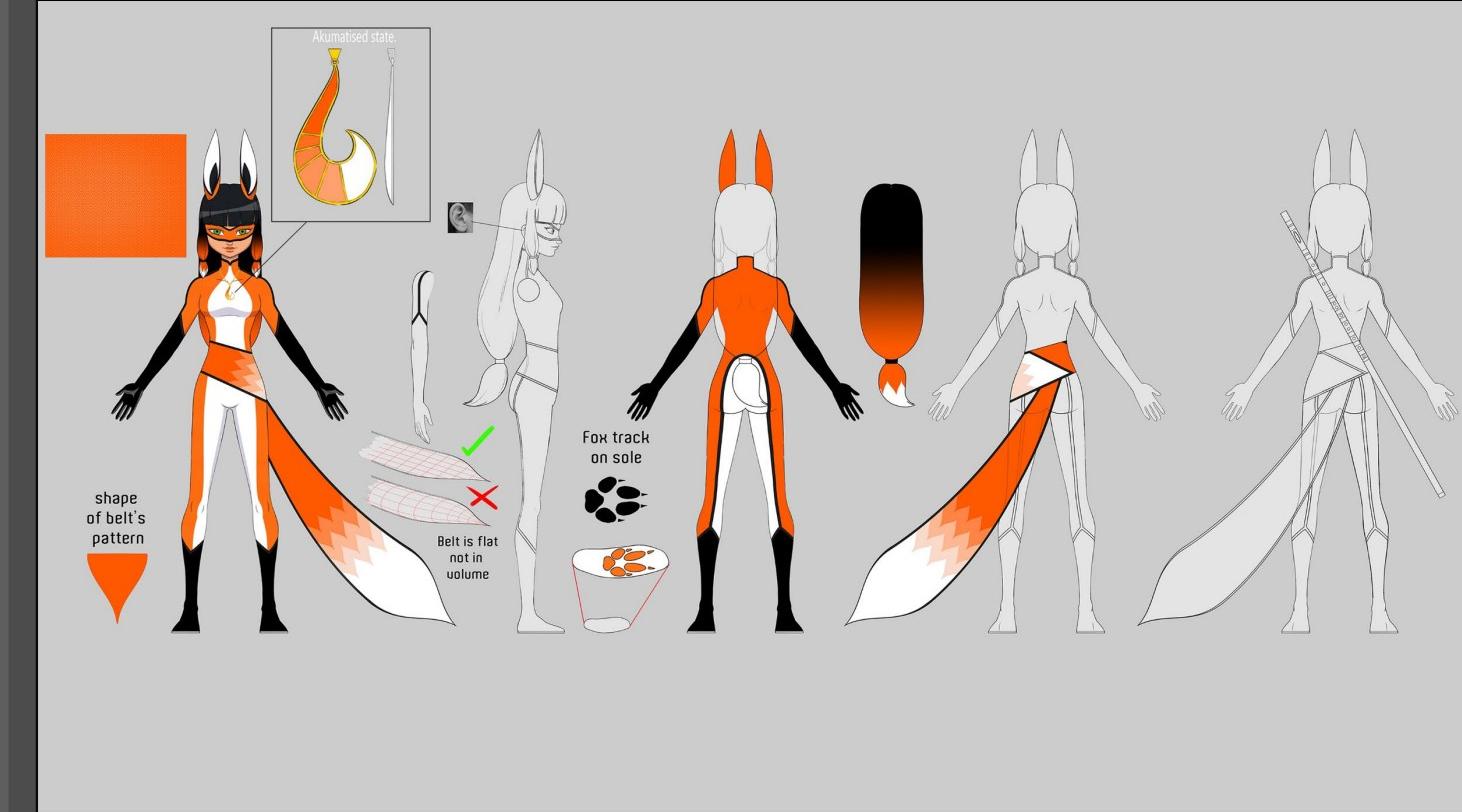


3D model



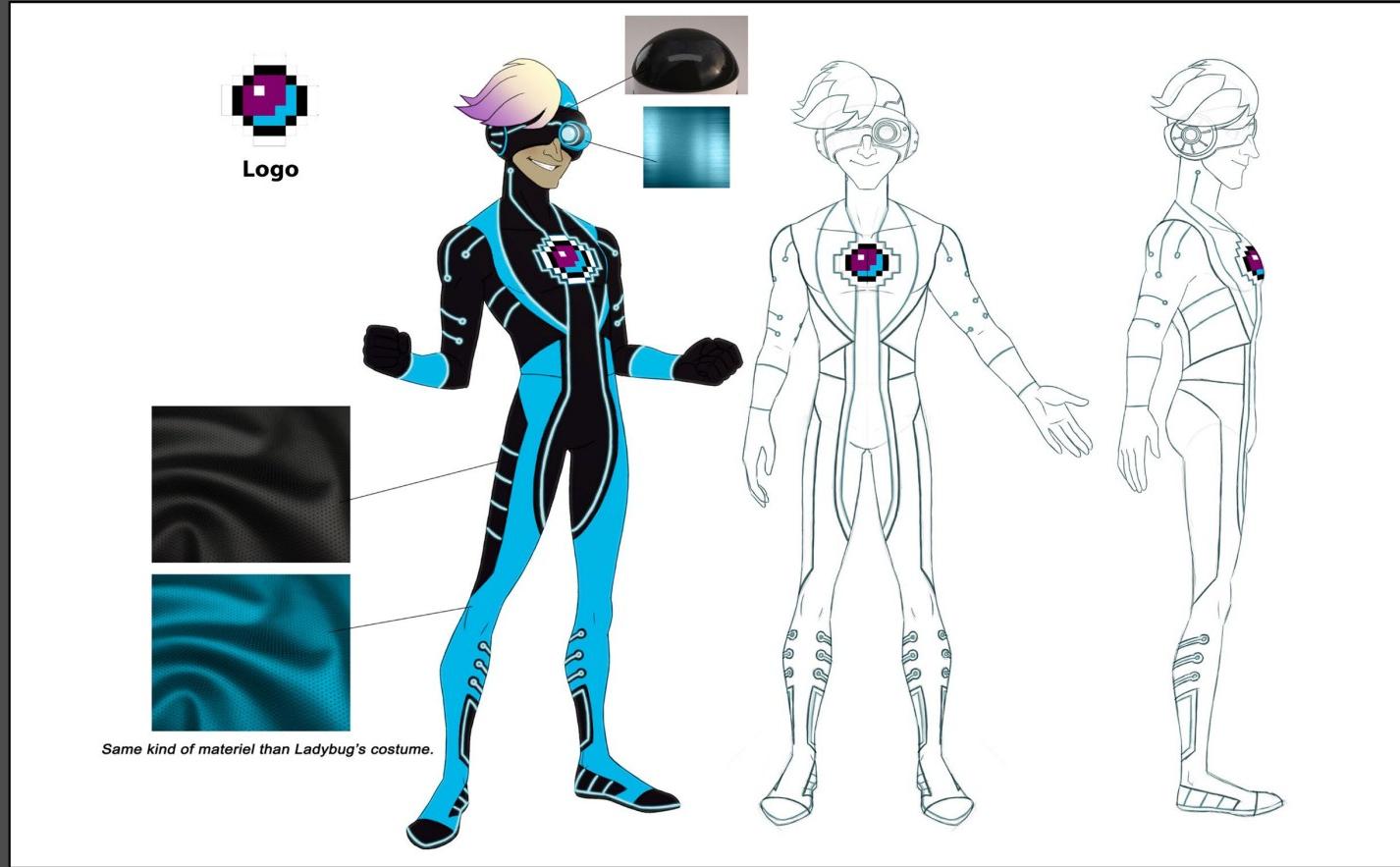
**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH065\_LILA



## RELATION SIZE

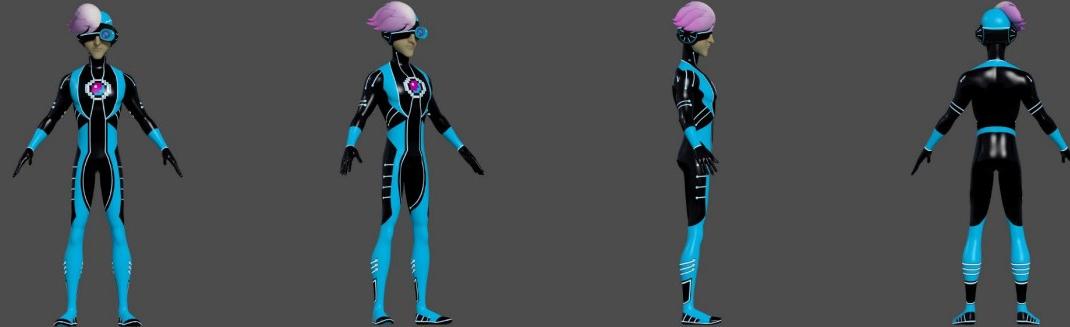




## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir



## RELATION SIZE



3D model



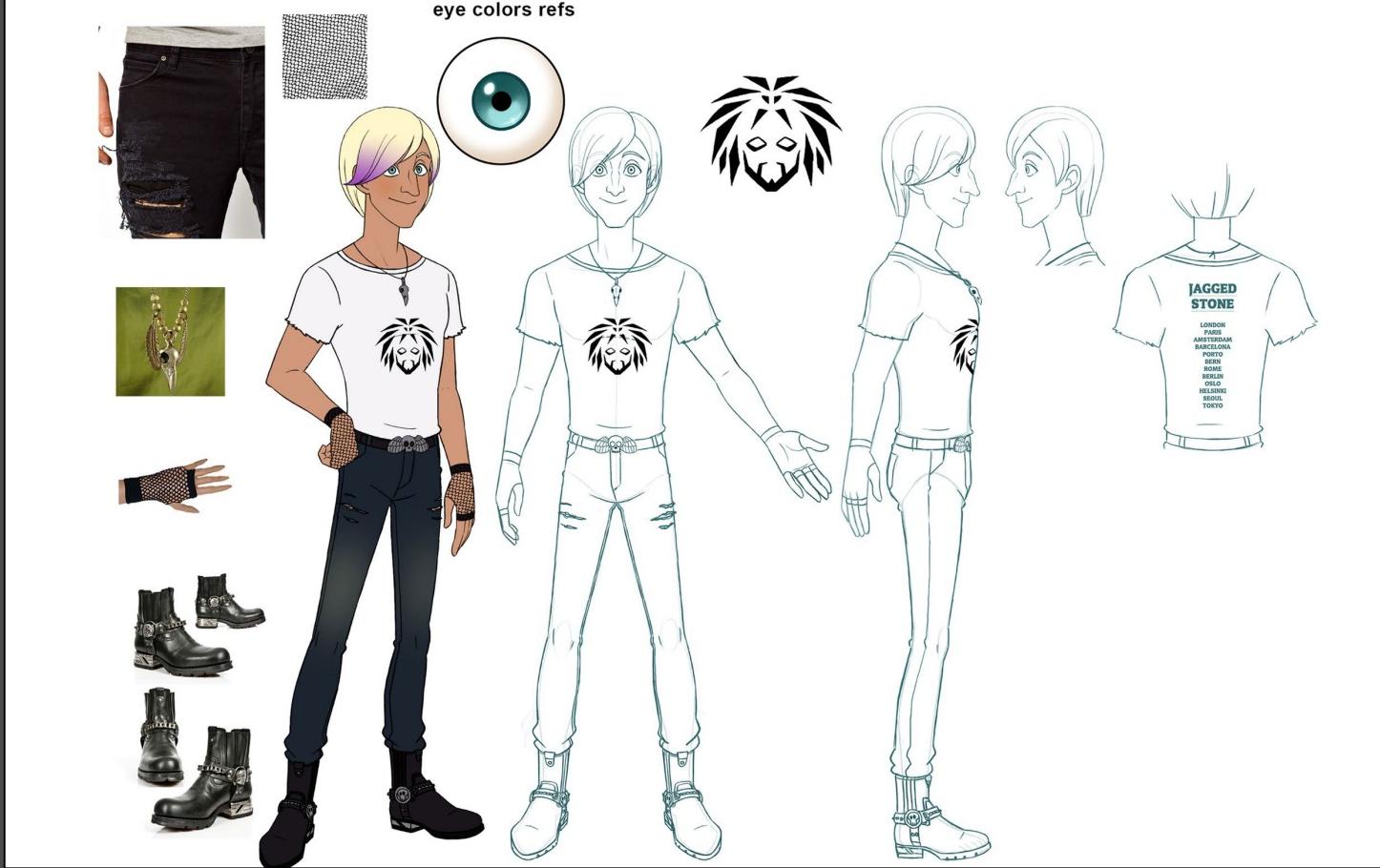
**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH068\_JAGGED\_STONE



## RELATION SIZE





## RELATION SIZE



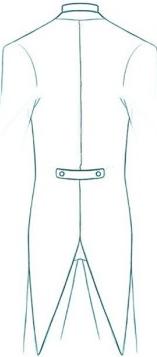
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH070\_VINCENT\_AZA

eye colors refs



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH071\_SIMON\_GRIMAUT



RELATION SIZE



3D model

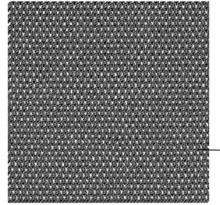


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH072\_SIMON\_SAYS



Model for the metallic parts.



Dark blue chrome fabric.



## RELATION SIZE

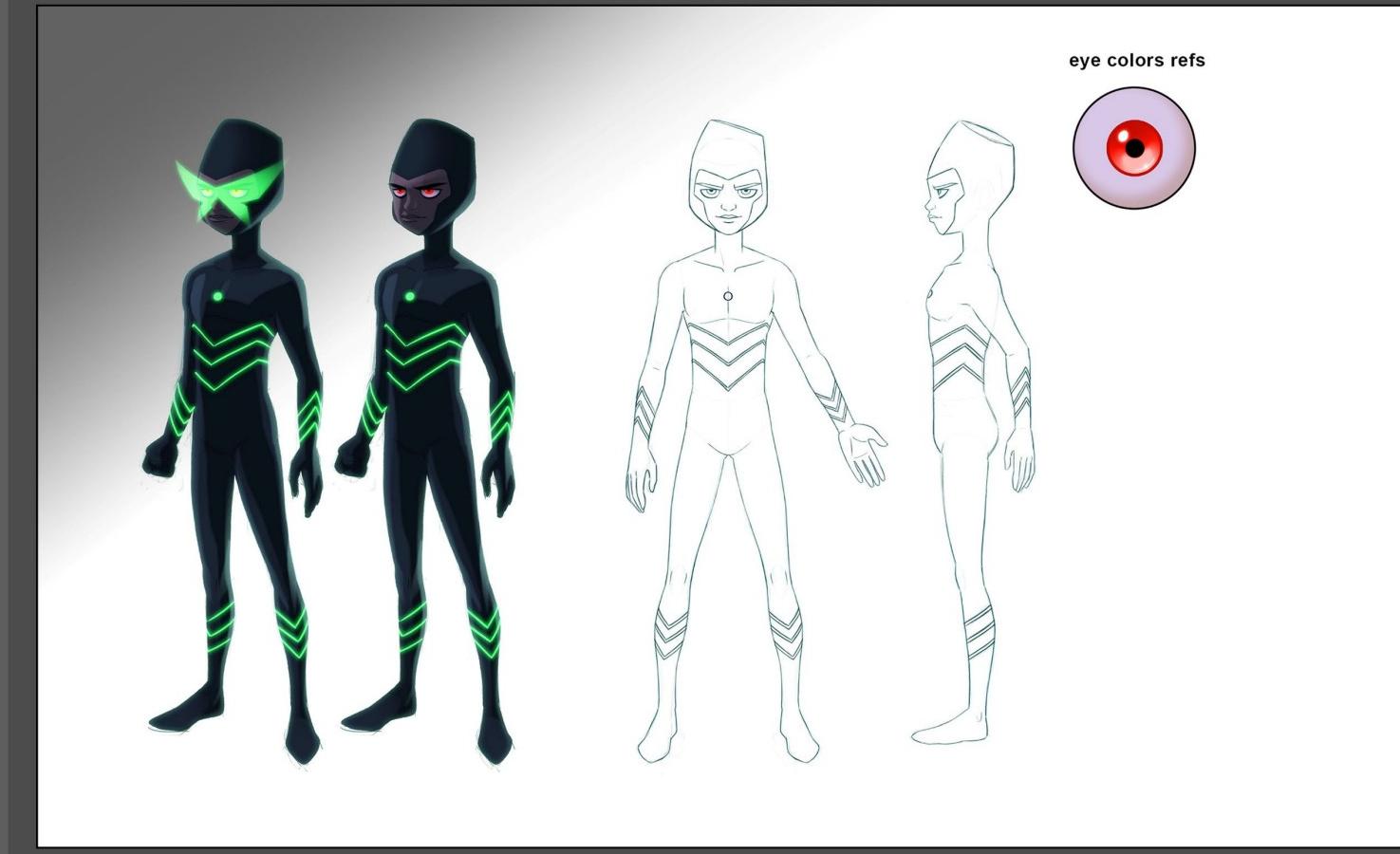


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH073\_ROGERCOP



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH074\_GAMER

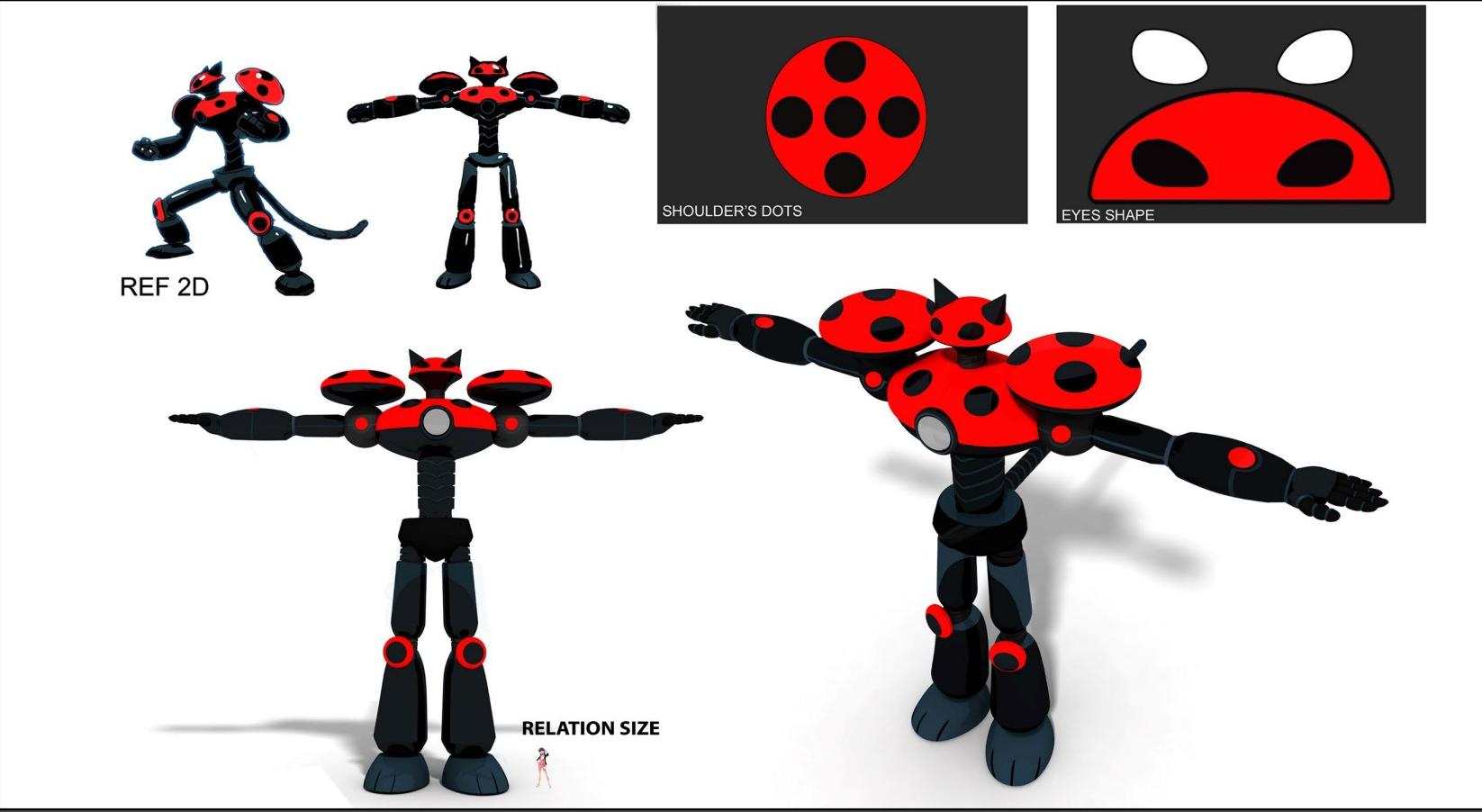


3D model



LB1\_100\_CH075\_GAMER\_ROBOT



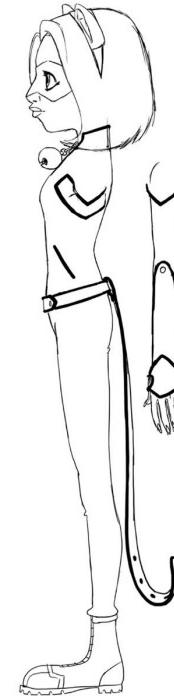
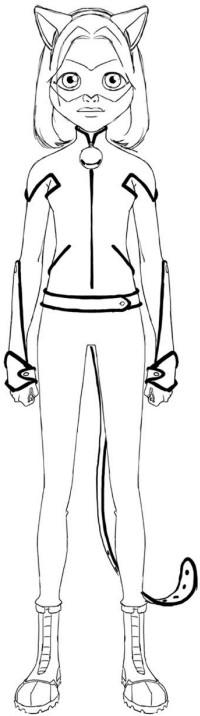
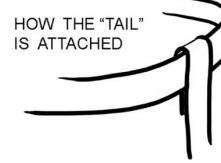


3D model



LB1\_100\_CH076\_CATBUG\_ROBOT

eye colors refs



## RELATION SIZE



3D model

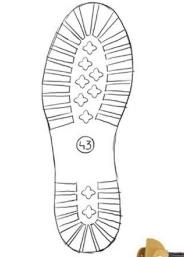
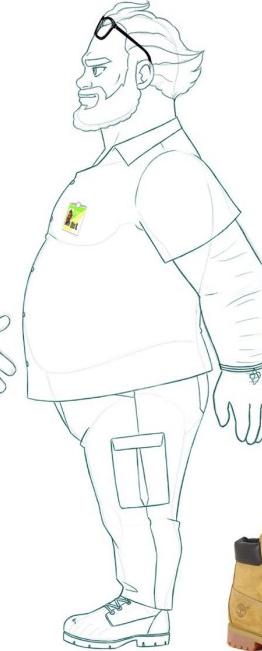
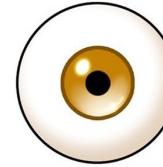
**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH077\_SABRINA\_CATNOIR\_SUITE





eye colors refs



## RELATION SIZE

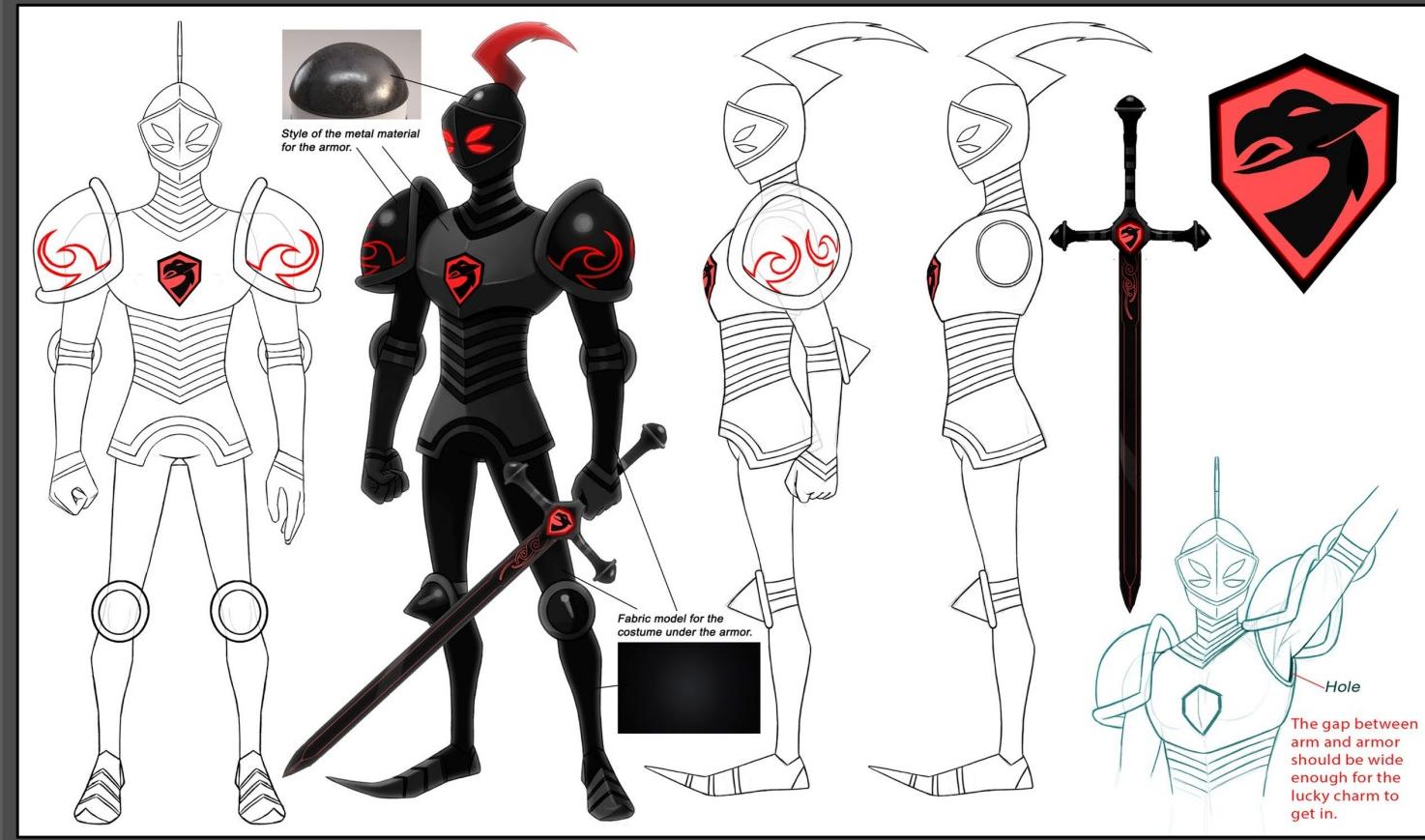


3D model

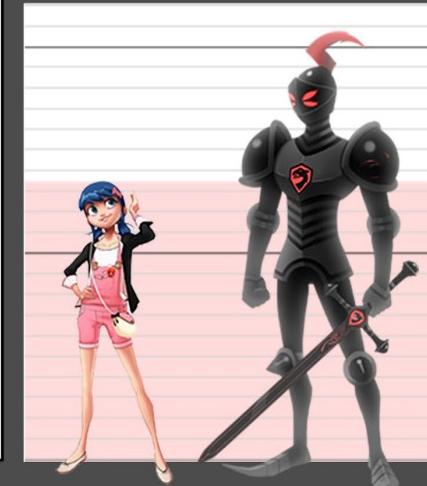


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH079\_OTIS



## RELATION SIZE

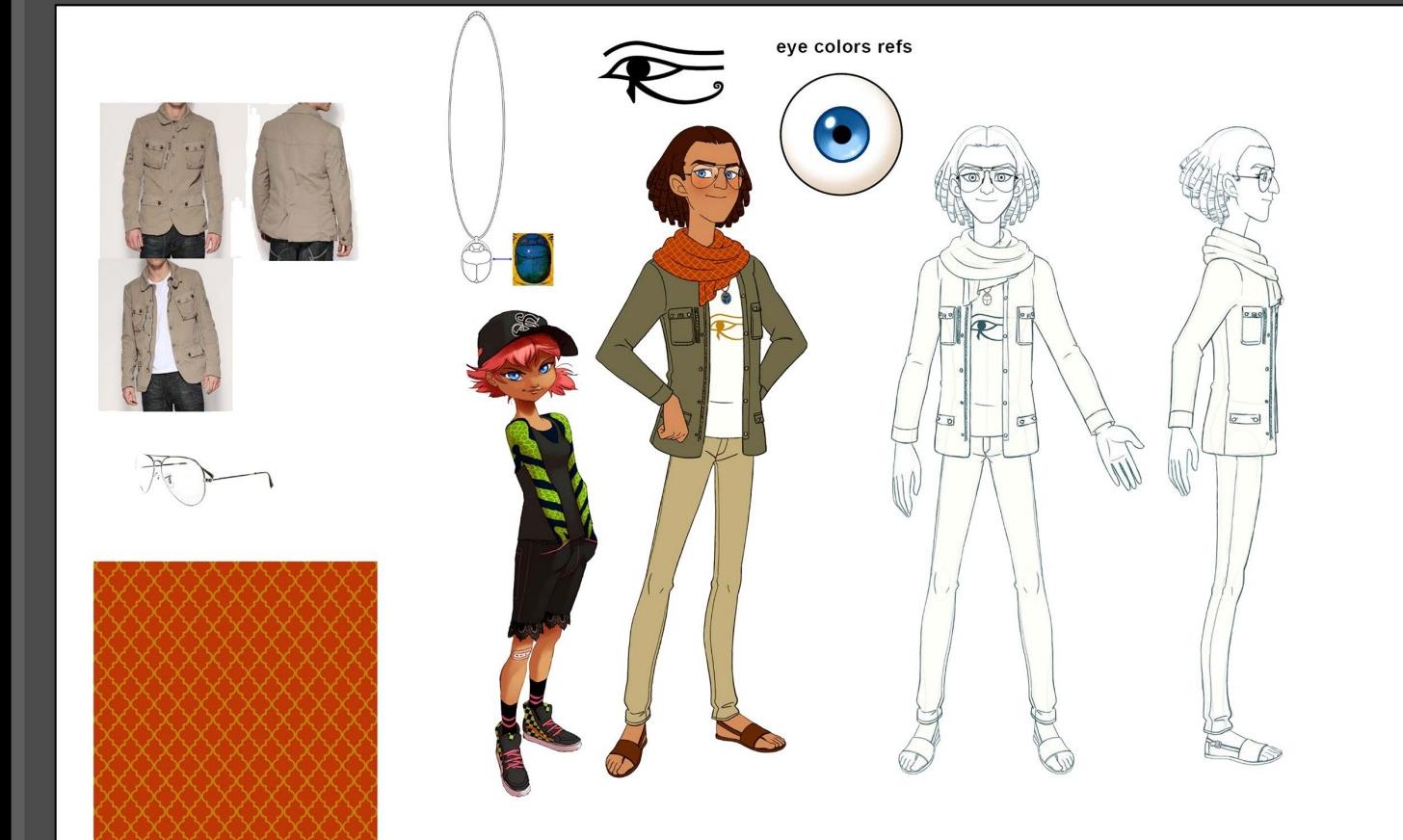


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH080\_DARKBLADE



## RELATION SIZE

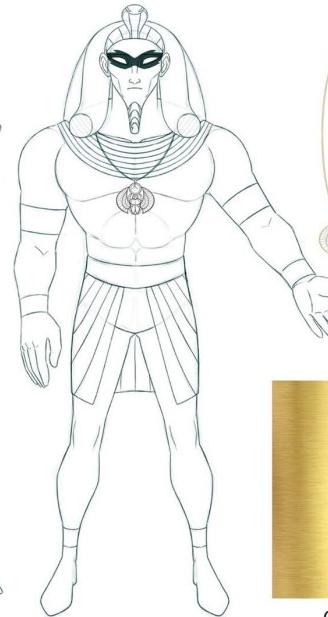
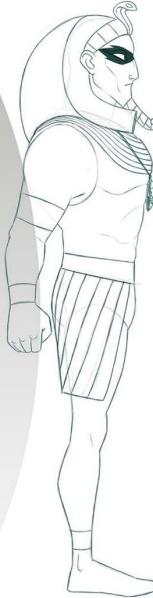


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

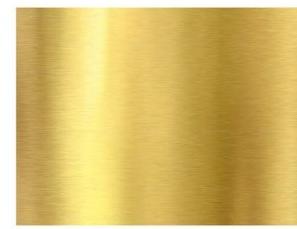
LB1\_100\_CH081\_JALIL\_KUBDEL



Turquoise pearls for the necklace



Props model for the necklace.



Gold metal armor and jewelry.

## RELATION SIZE

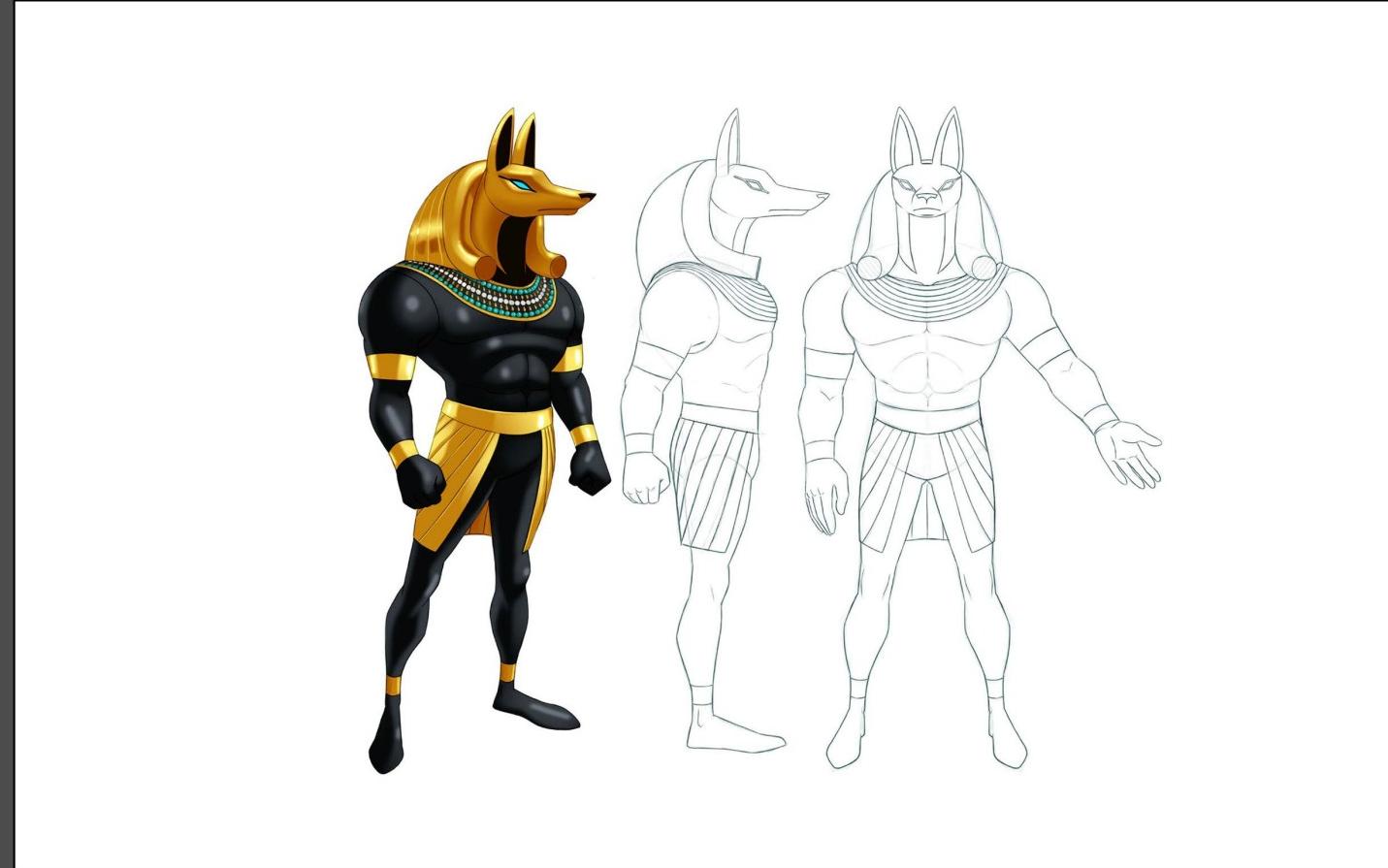


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH082\_PHARAOH



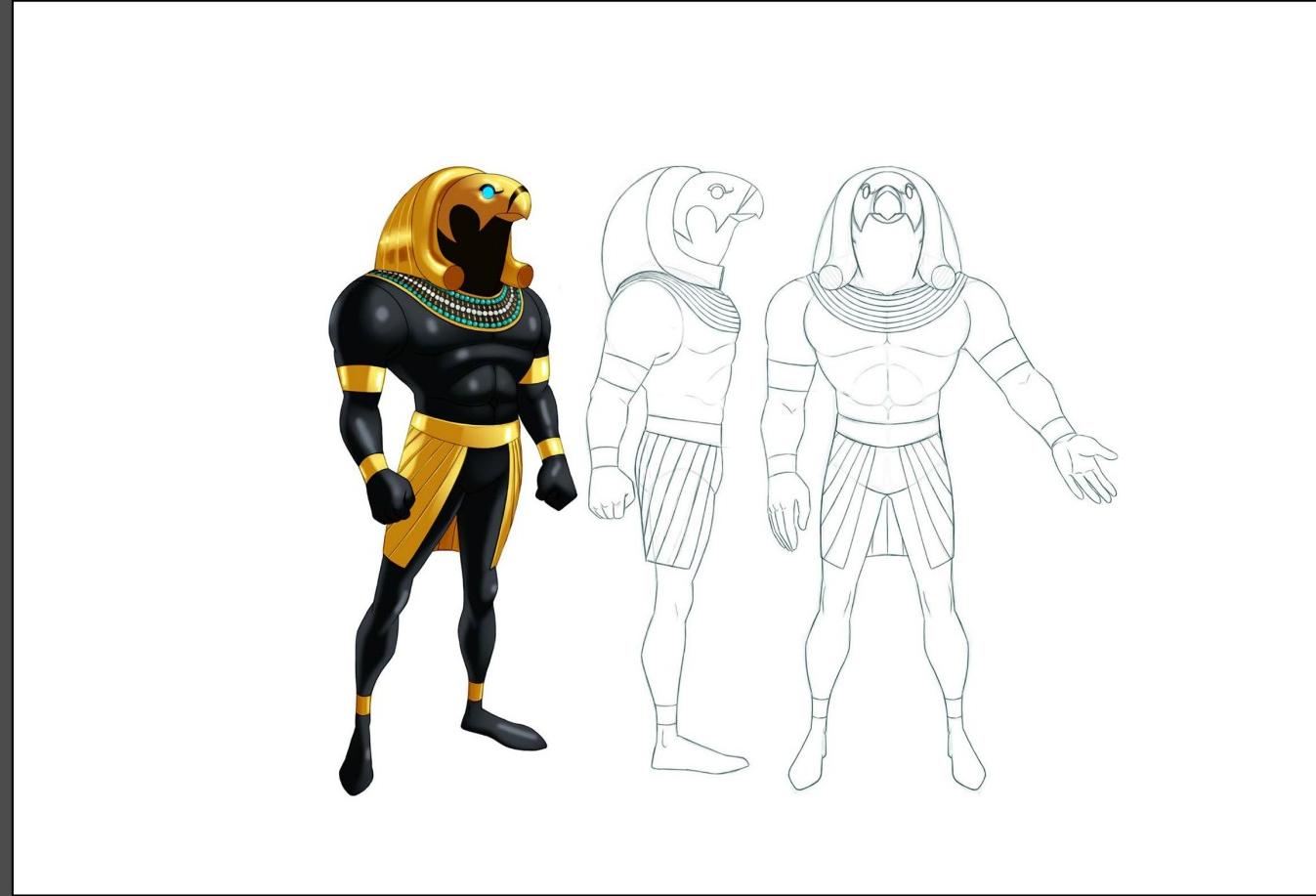
RELATION SIZE



3D model



LB1\_100\_CH082\_PHARAOH\_ANIBIS



## RELATION SIZE

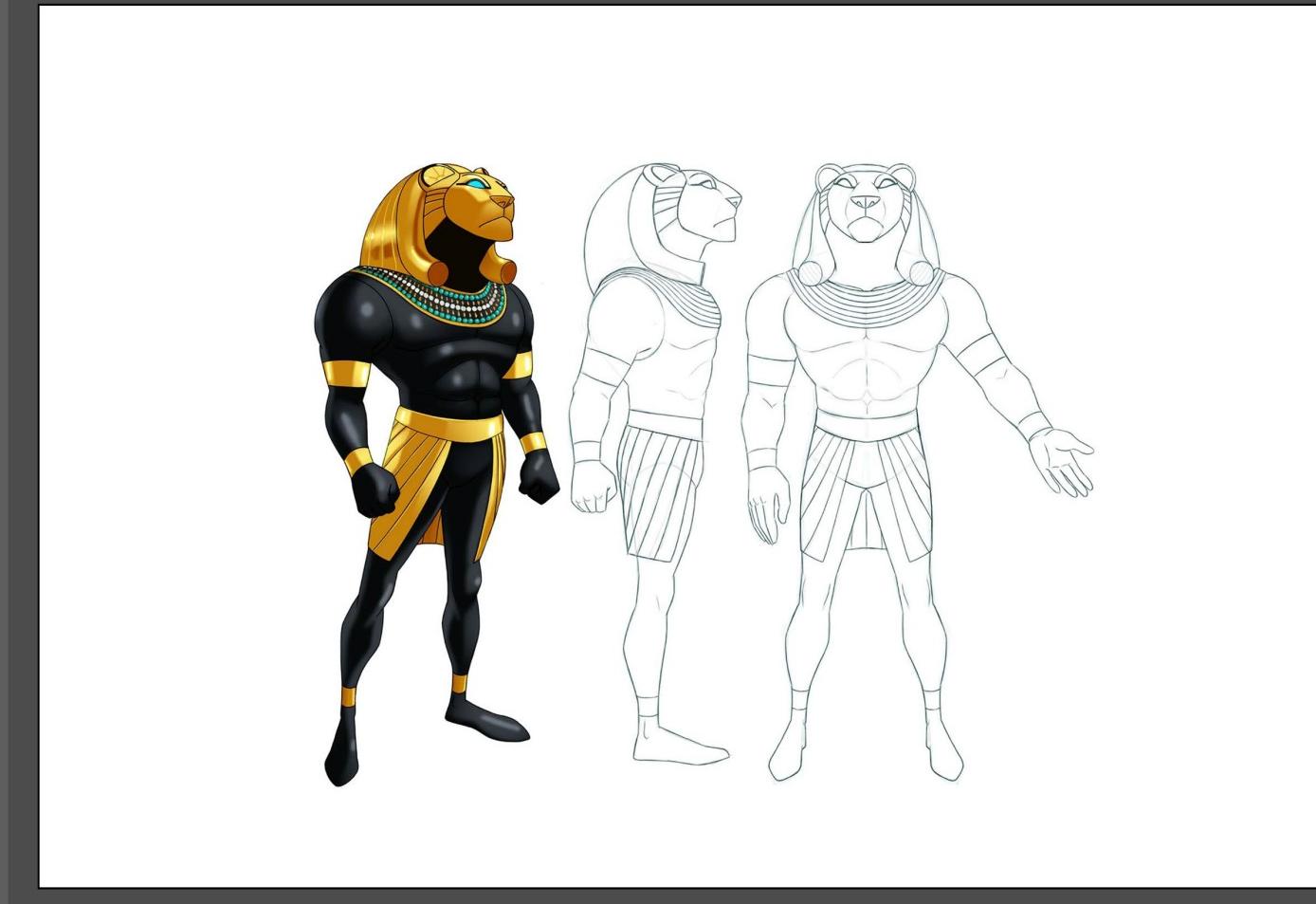


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH082\_PHARAOH\_HOROS



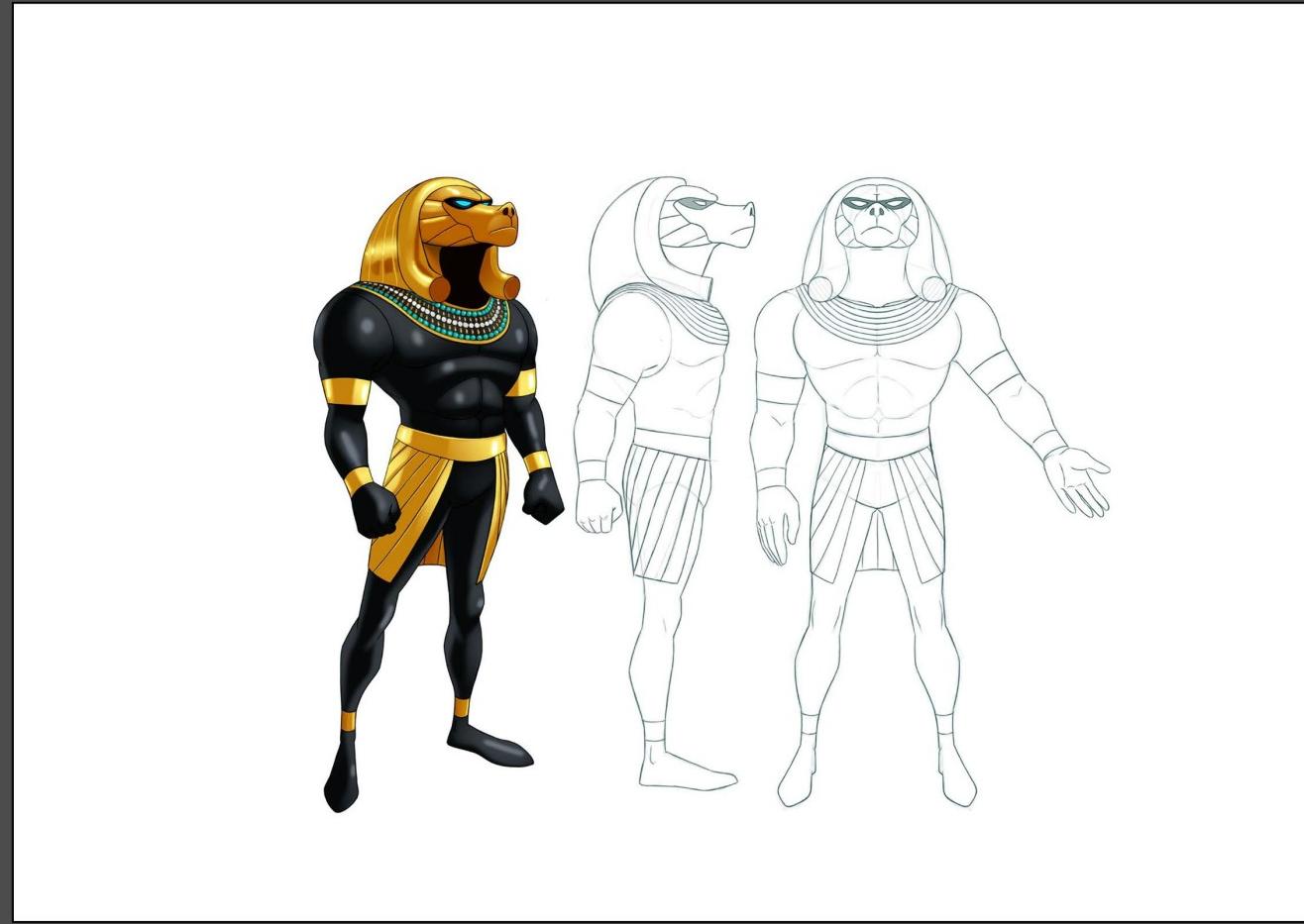
RELATION SIZE



3D model



LB1\_100\_CH082\_PHARAOH\_SICKMET



RELATION SIZE

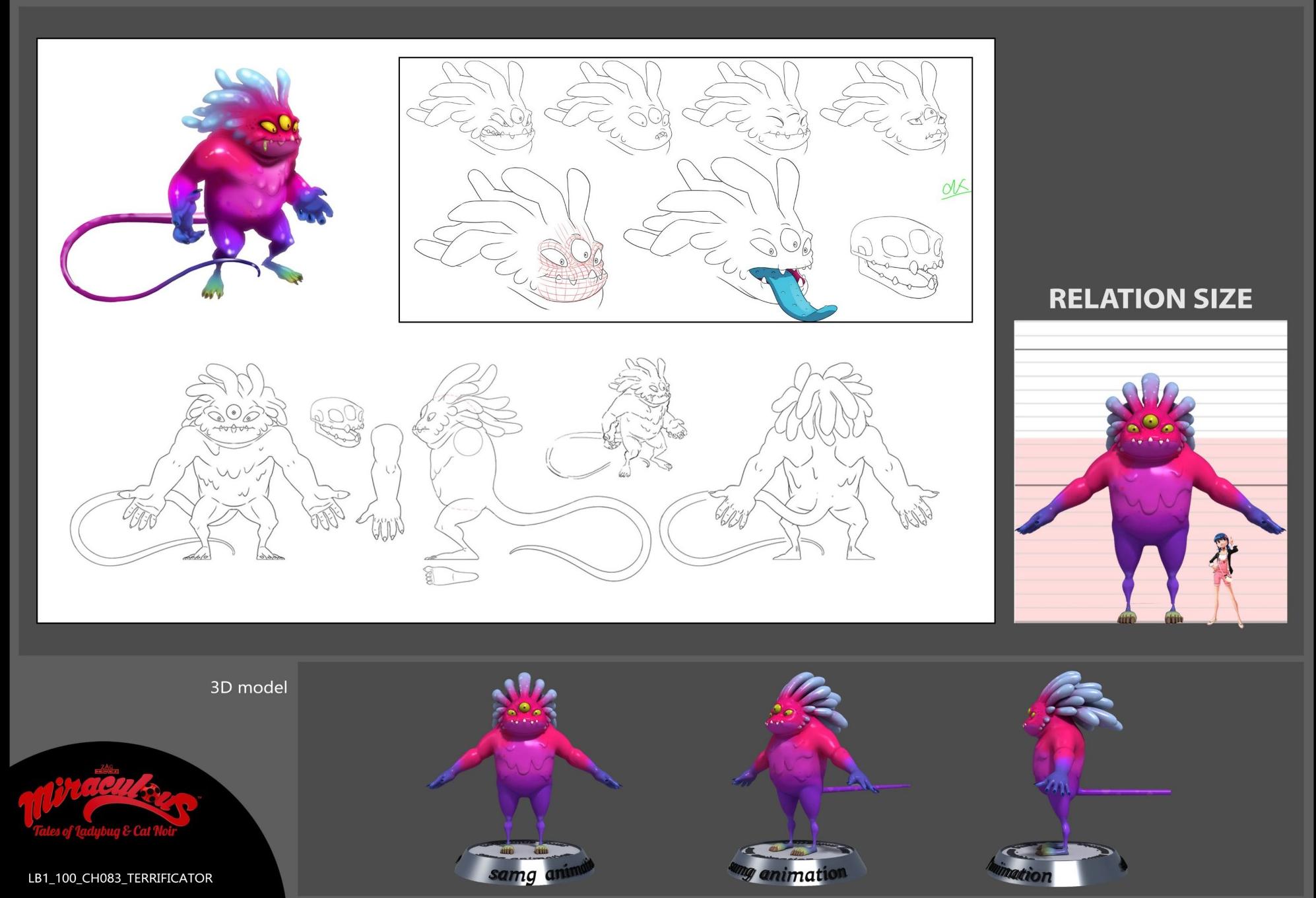


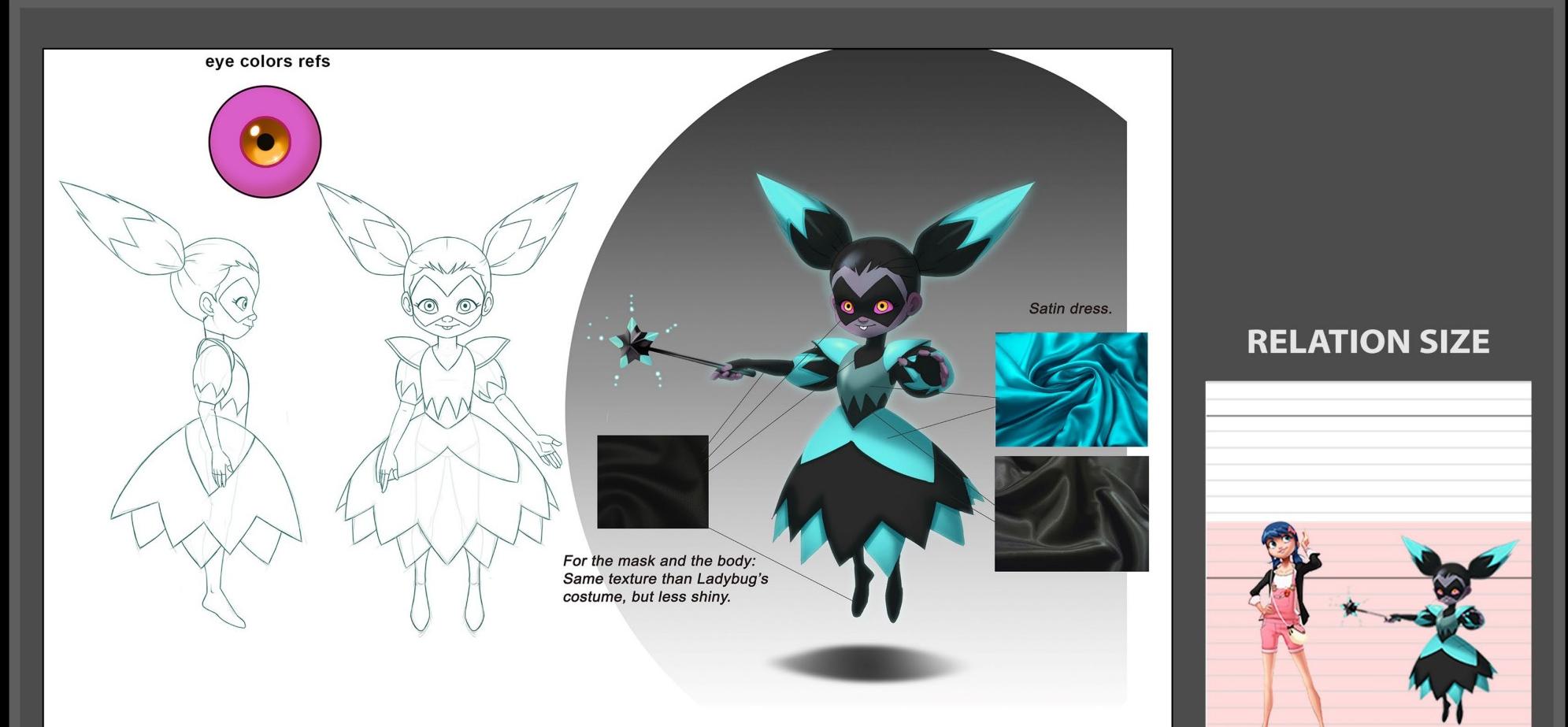
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH082\_PHARAOH\_THUT



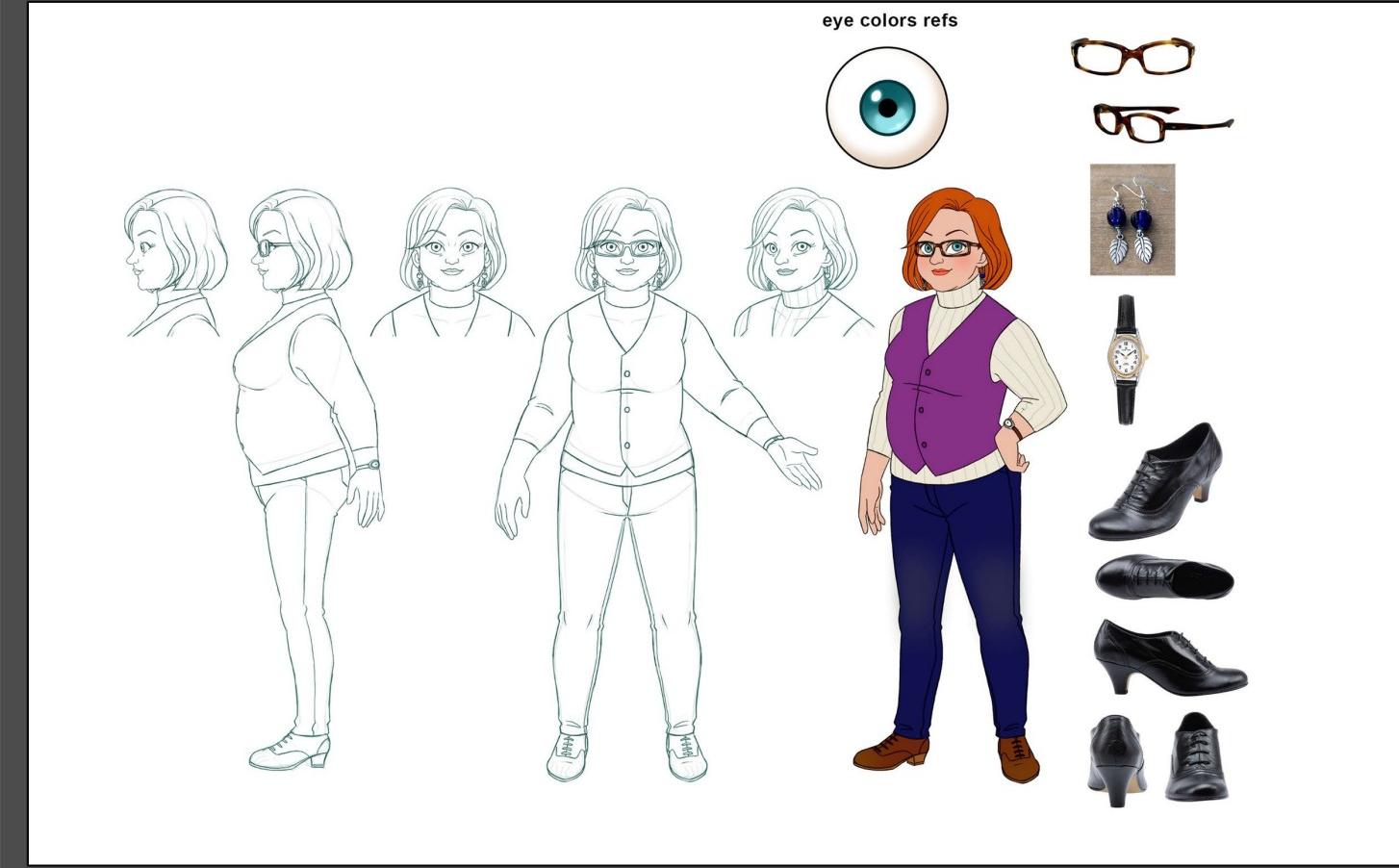


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH084\_PUPPETEER

**3D model**



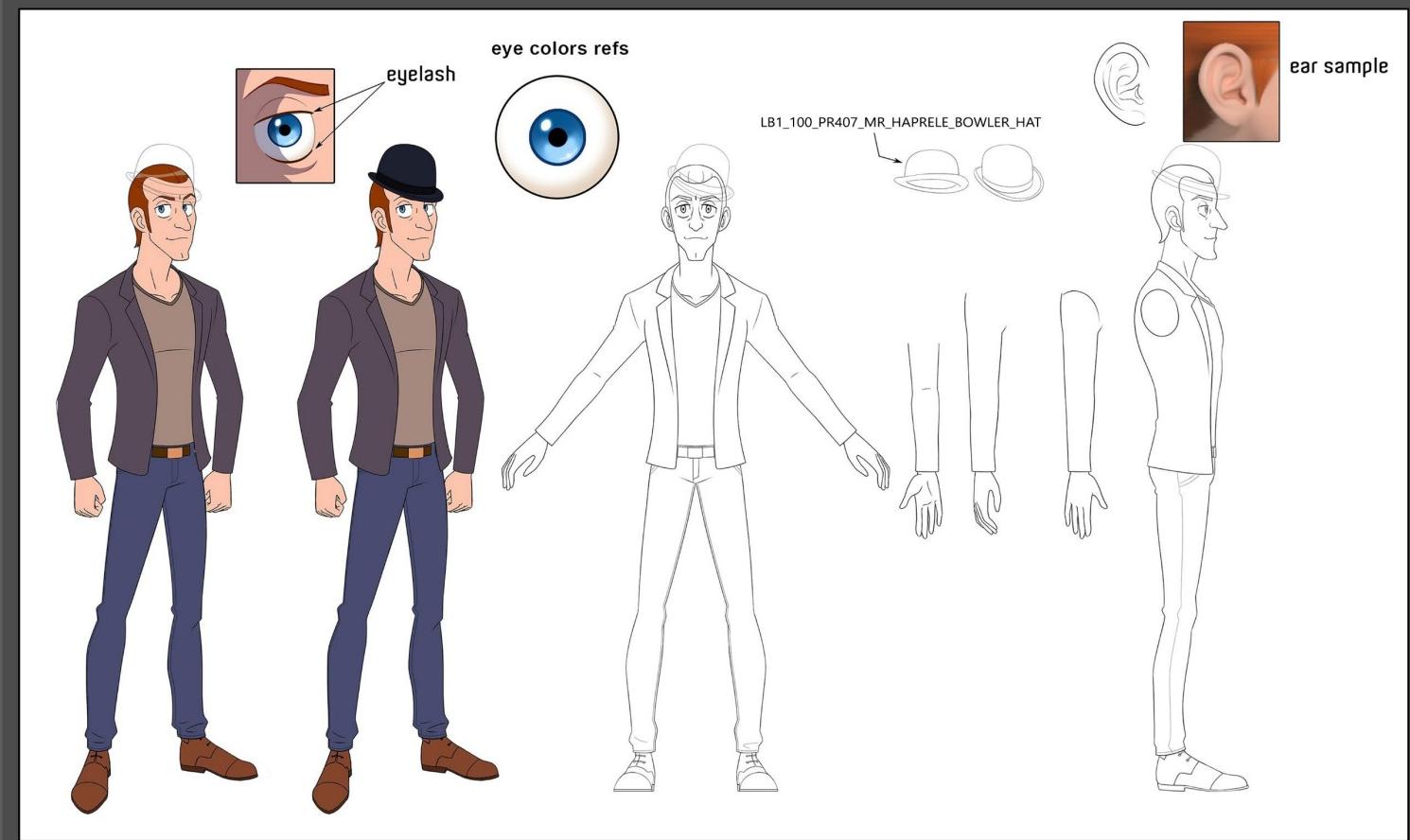


**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH085\_SARAH

3D model





## RELATION SIZE



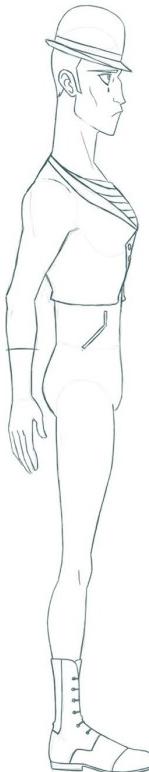
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH086\_CHRIS

eye colors refs



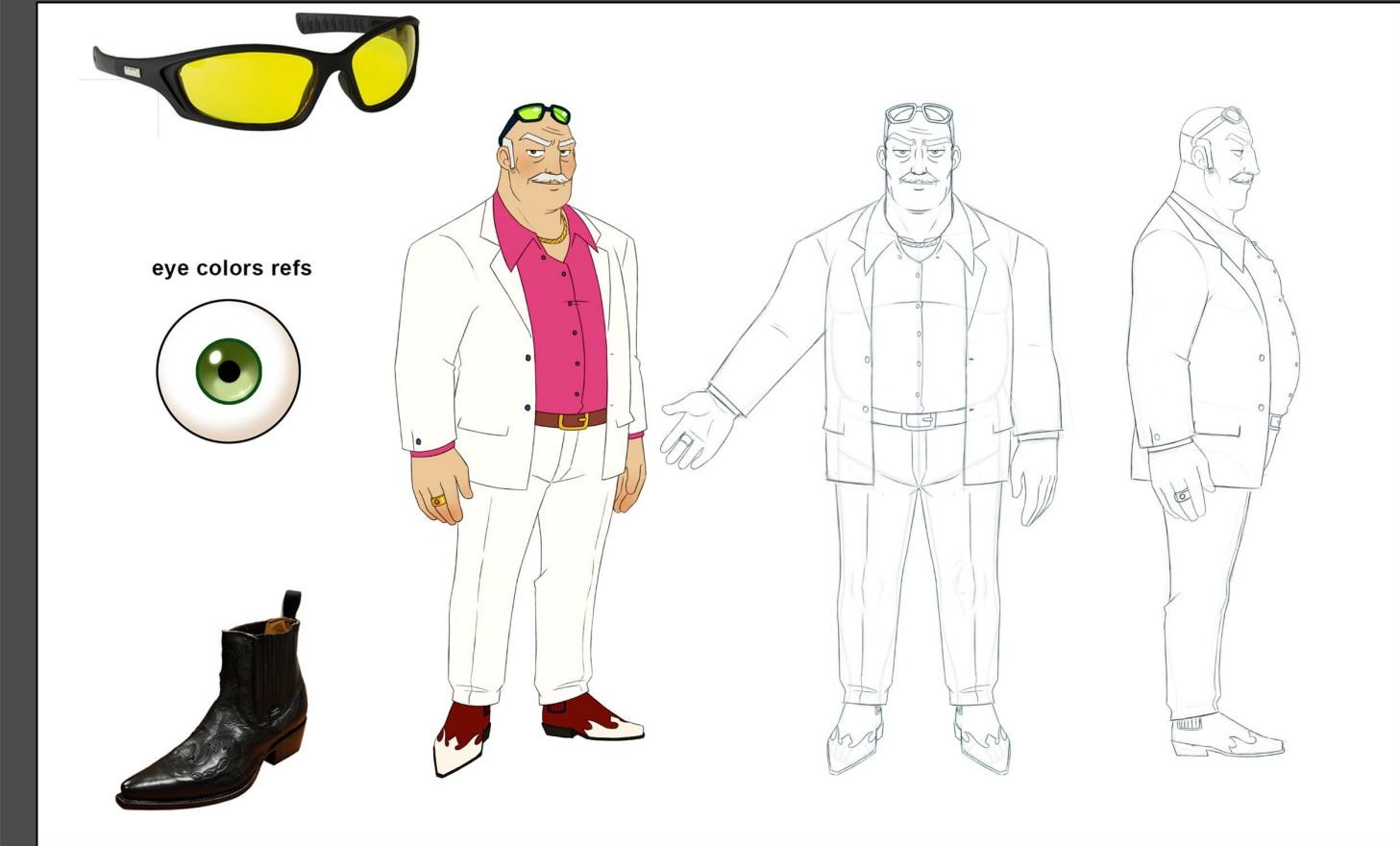
## RELATION SIZE



3D model



LB1\_100\_CH087\_THE\_MIME



## RELATION SIZE

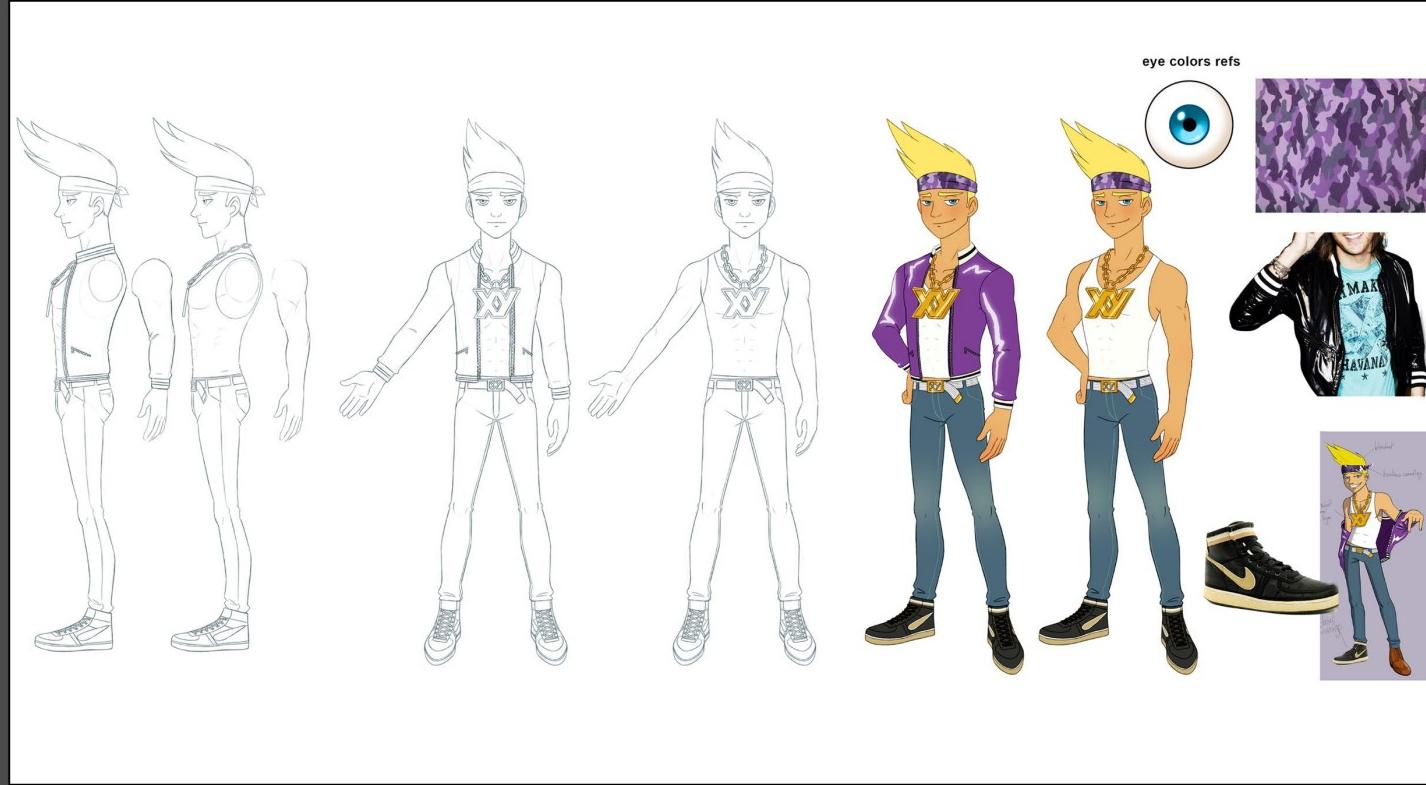


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH088\_BOB\_ROTH



## RELATION SIZE

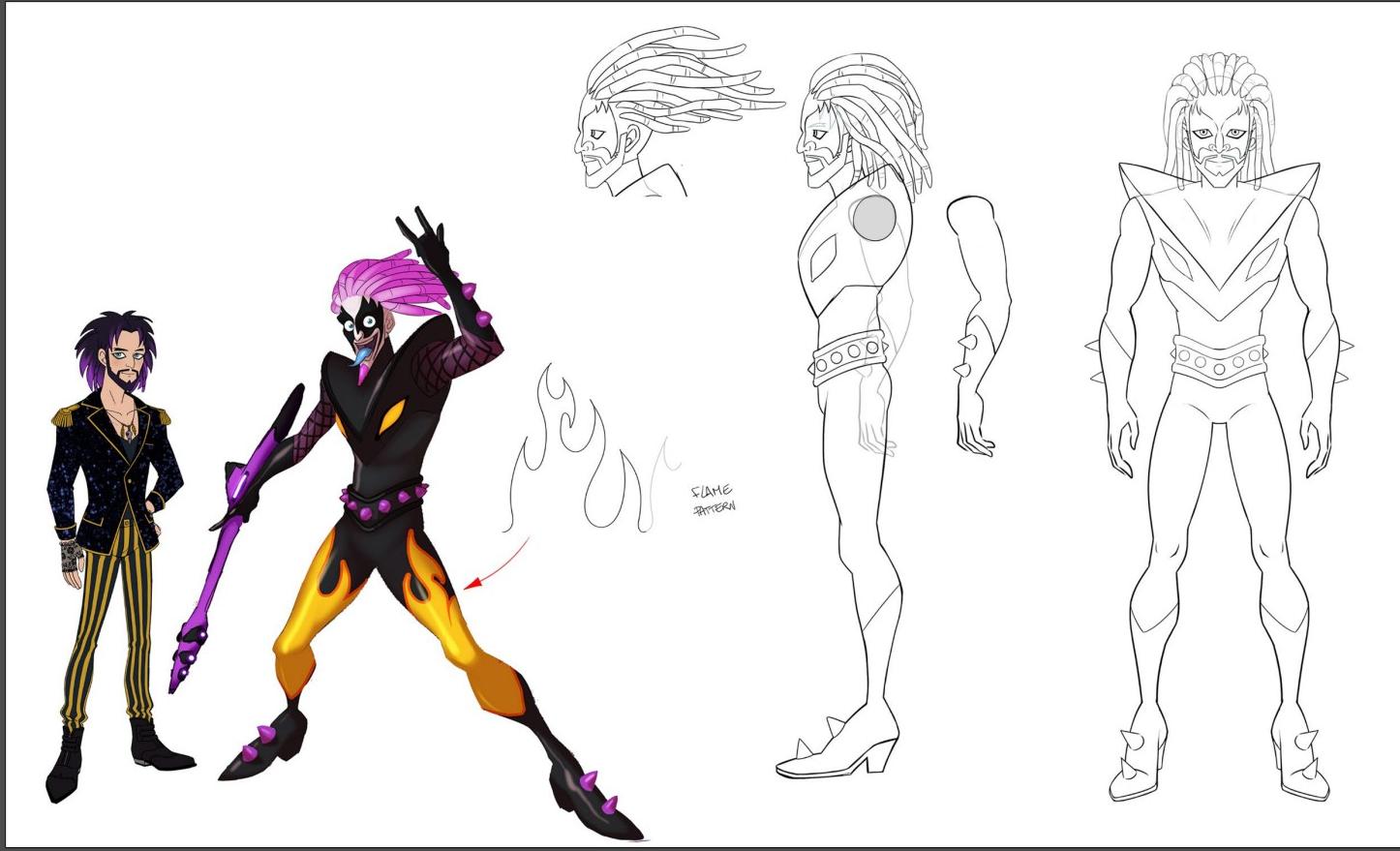


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH089\_XY



## RELATION SIZE

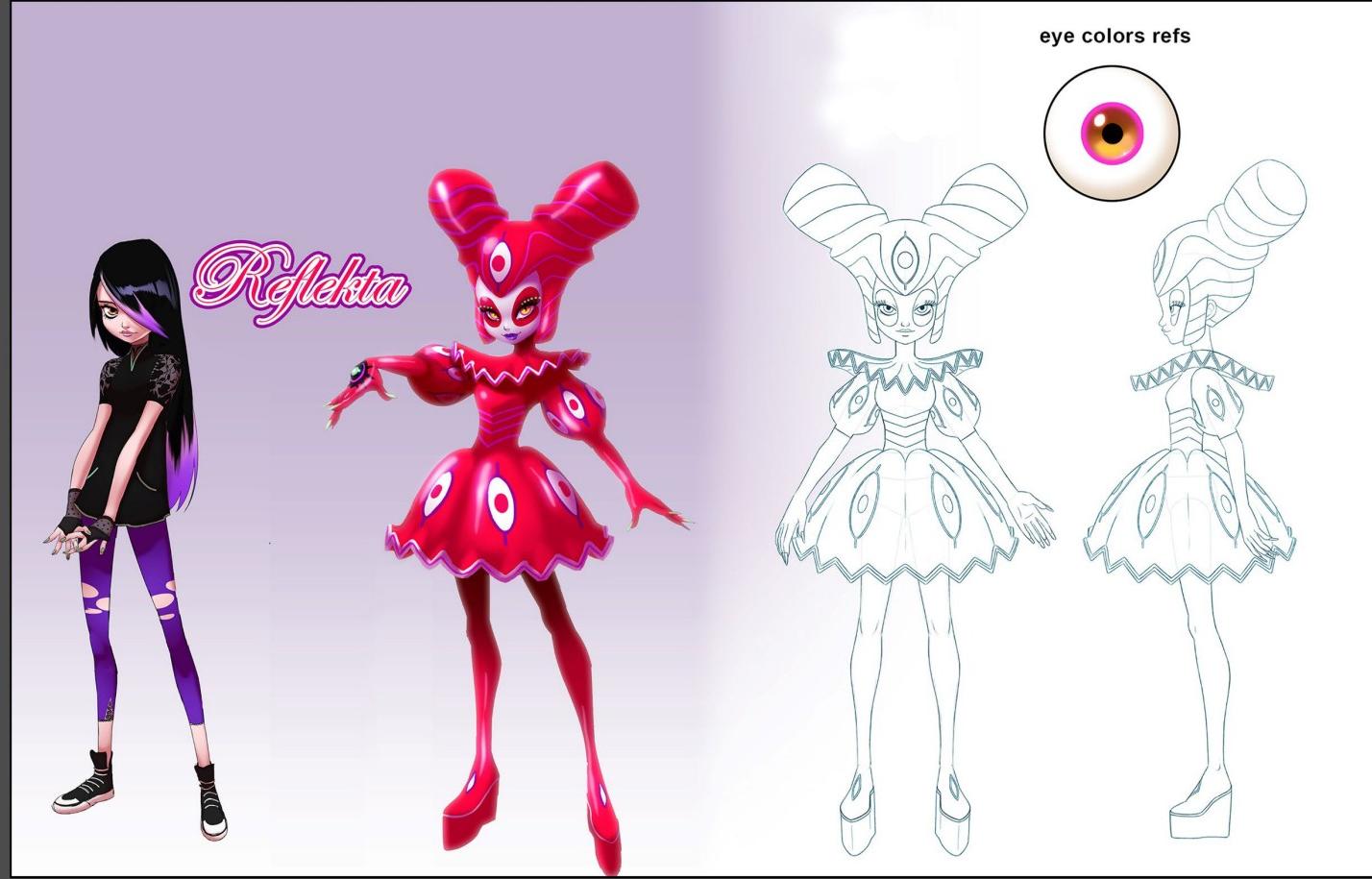


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH090\_GUITAR\_VILAIN



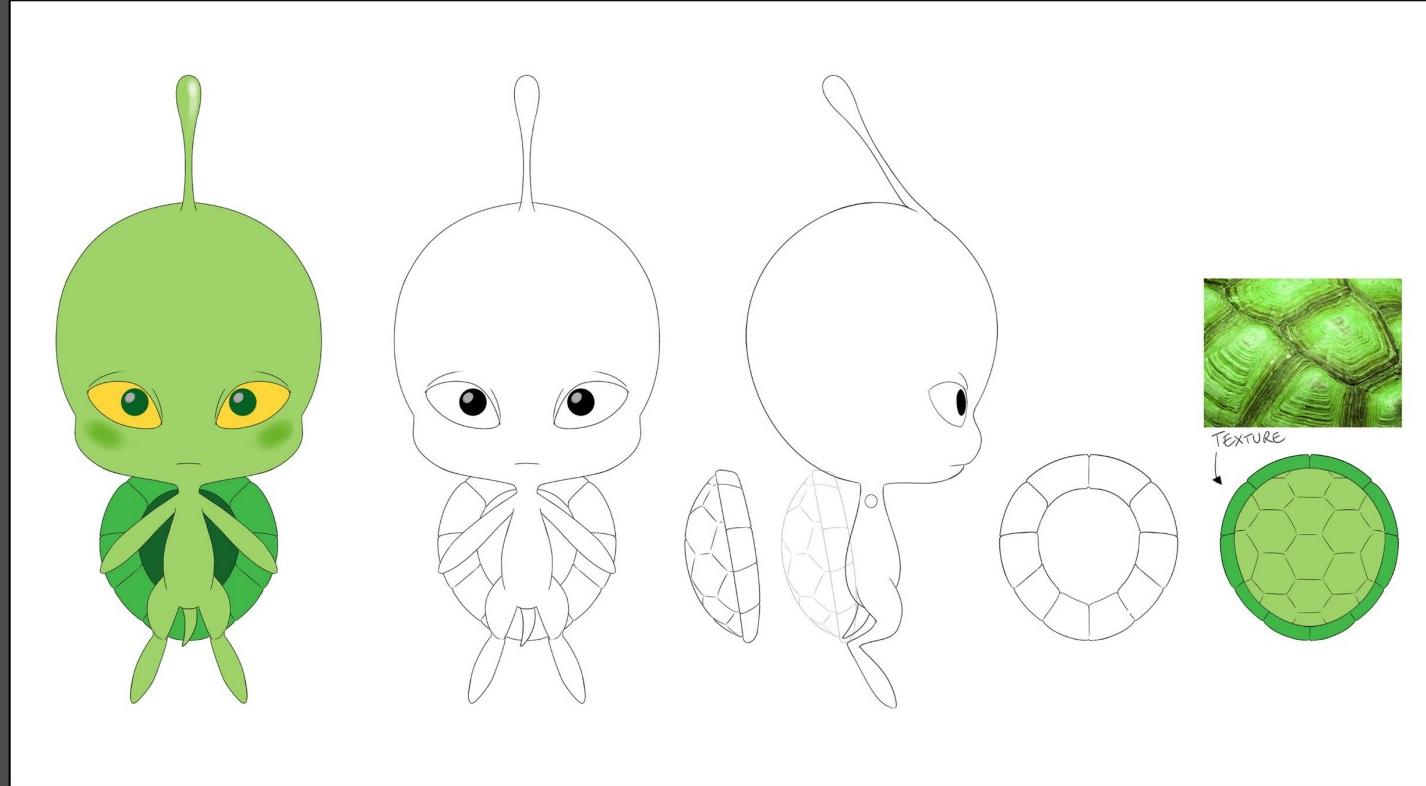
## RELATION SIZE



3D model



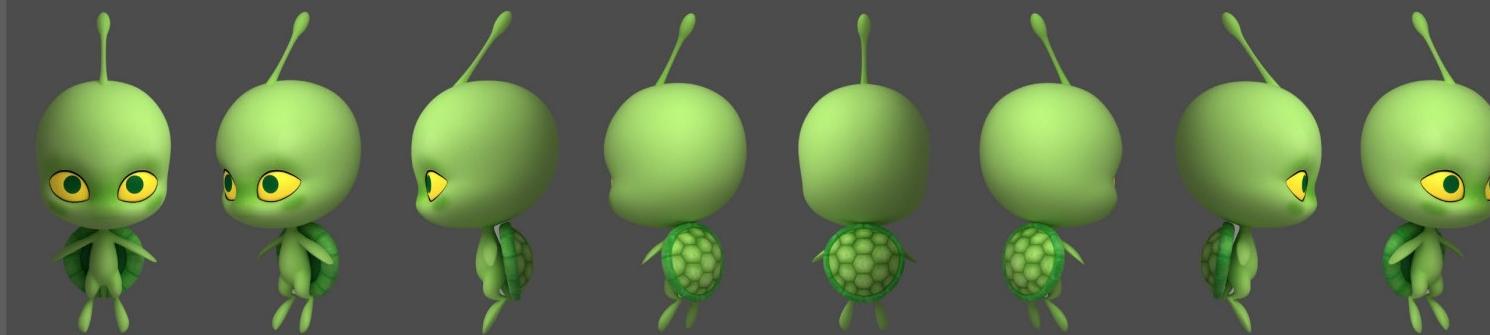
**Miraculous**  
Tales of Ladybug & Cat Noir



## RELATION SIZE

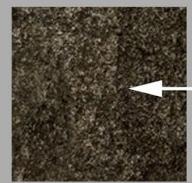


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH093\_WAYZZ



please use this HD tile texture stone

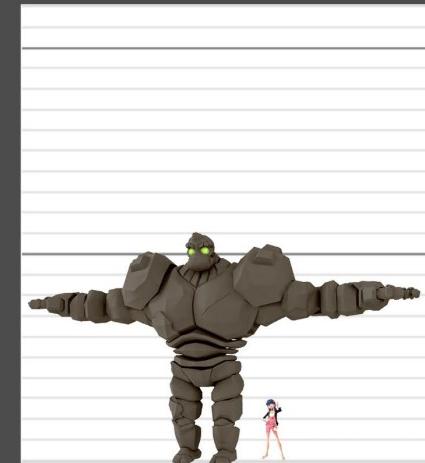


The stone shader has to keep the same aspect when Stone heart character is bigger or smaller, please refer at this exemple to make the shader

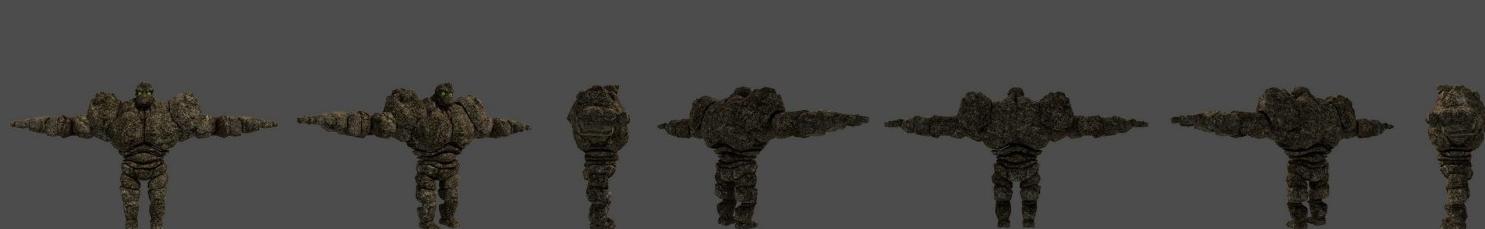
Ref board Texture STONE HEART

11/03/2015

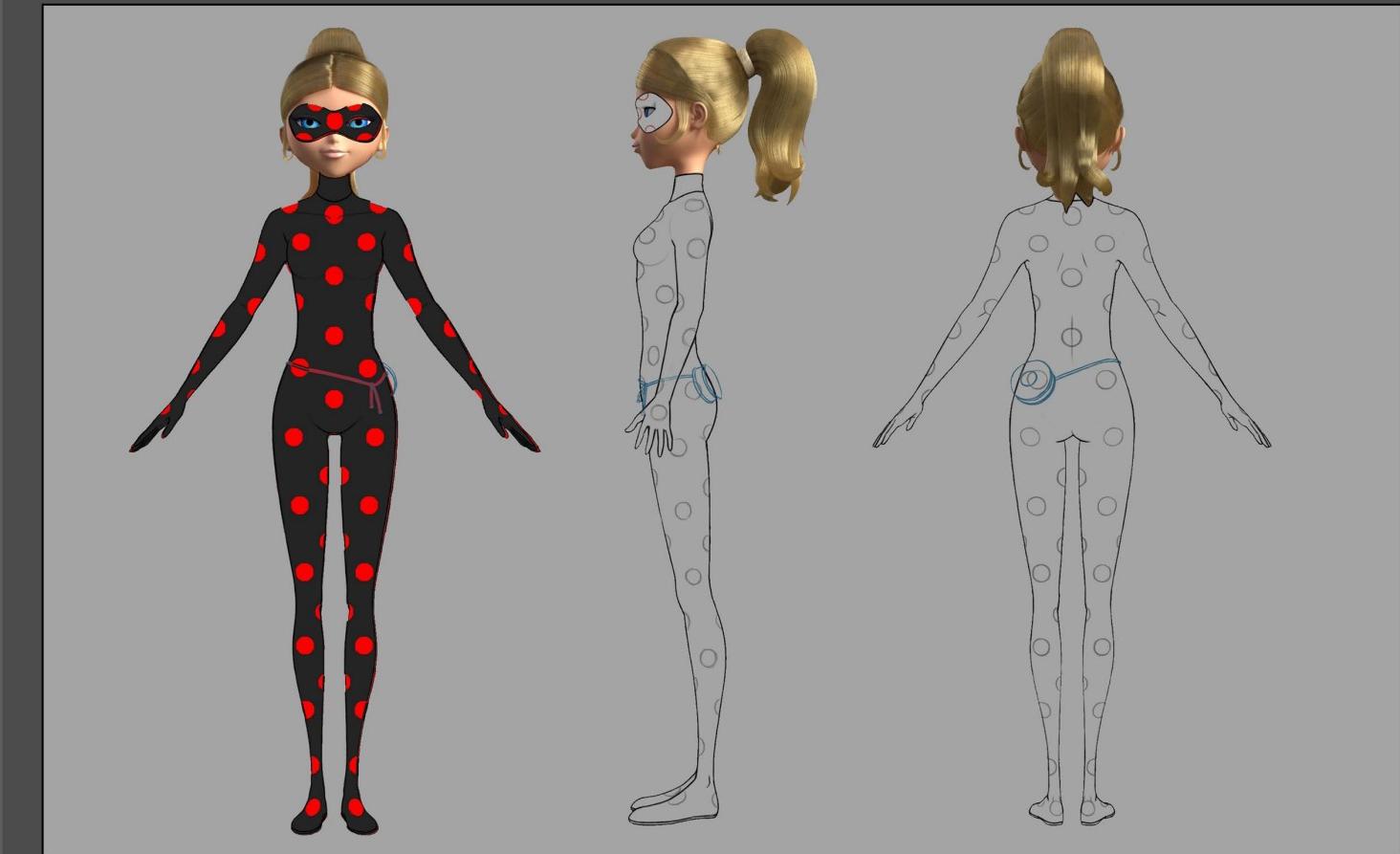
## RELATION SIZE



3D model



LB1\_100\_CH094\_STONEHEART



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH095\_ANTIBUG



## RELATION SIZE

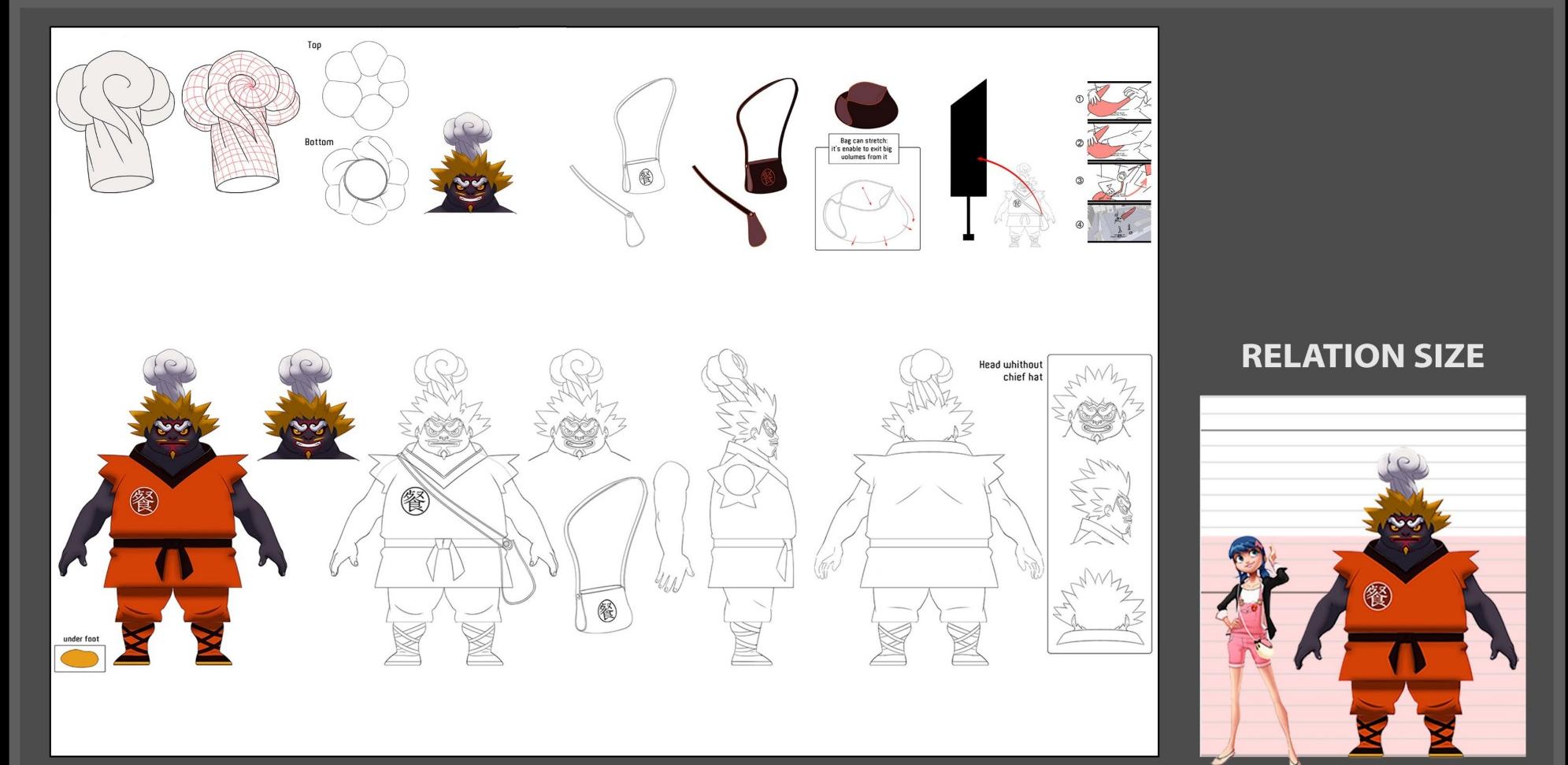


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB1\_100\_CH096\_WANG\_CHENG\_SIFU



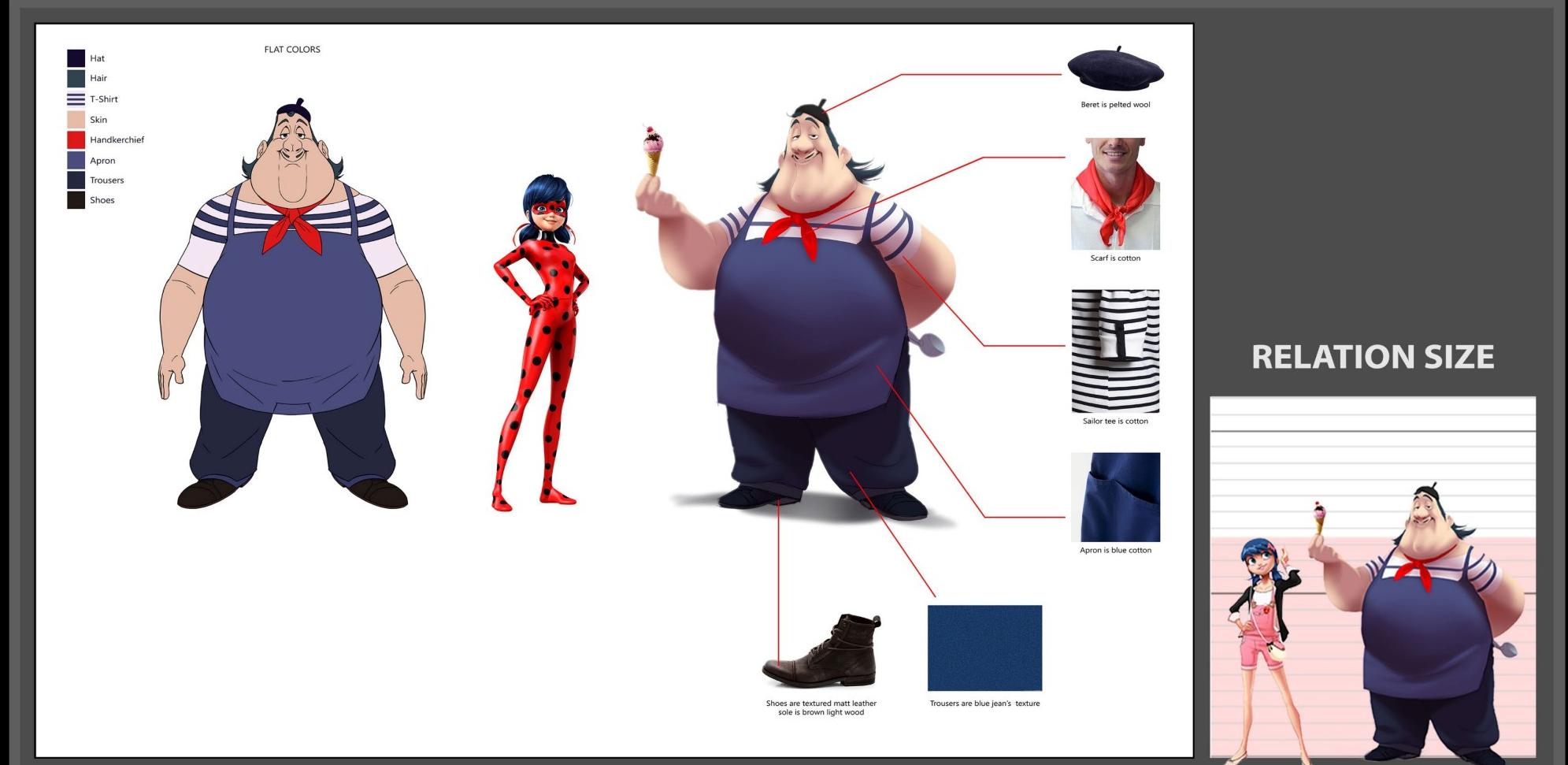
## RELATION SIZE



# Season 2

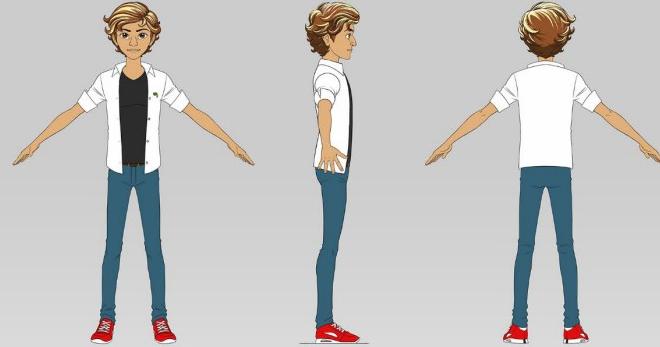


ZAG



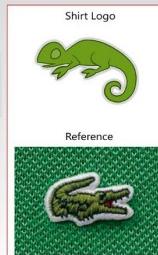
Adrien - FOR SIZE REFERENCE ONLY

IMPORTANT : FARID IS NOT BLOND - HE'S GOT BROWN CURLY HAIR WITH BLOND HIGHLIGHTS ON TOP



Brown curly hair with blond highlights Reference

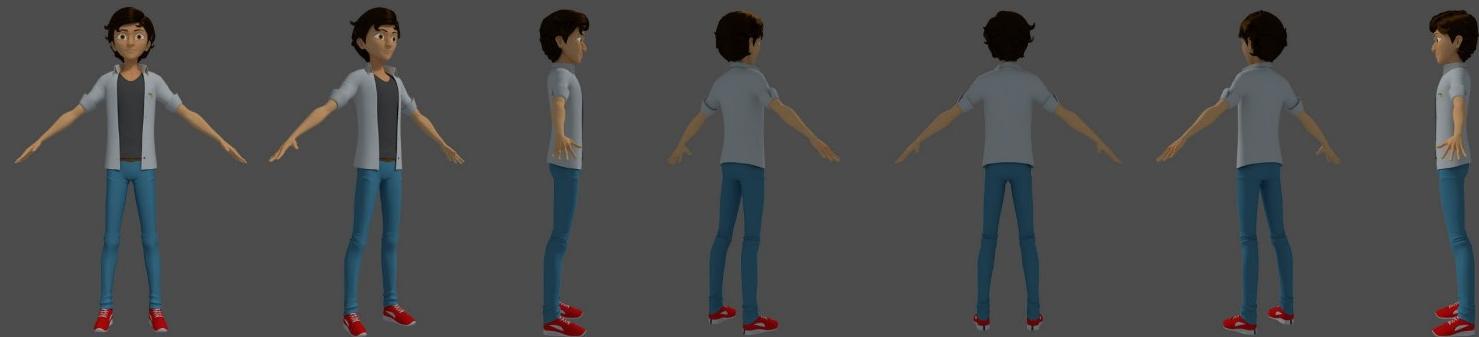
Shoes reference



## RELATION SIZE



3D model



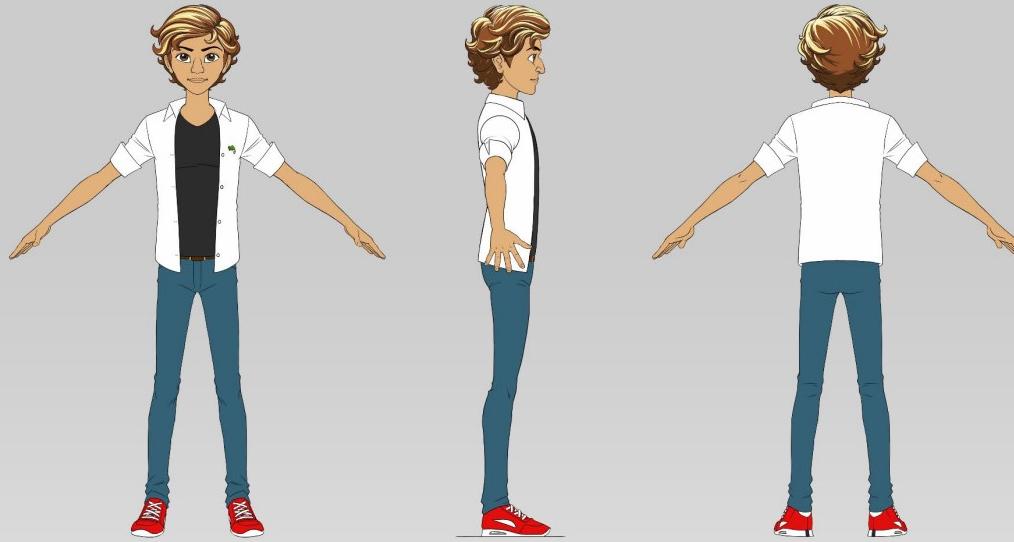
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH002\_WAYEM

Adrien - FOR SIZE REFERENCE ONLY



IMPORTANT : WAYEM IS NOT BLOND - HE'S GOT BROWN CURLY HAIR WITH BLOND HIGHLIGHTS ON TOP



Brown curly hair with blond highlights Reference

Blue jeans, black t-shirt (no stripes) and white shirt are the same as Adrien's



Shirt Logo



Reference

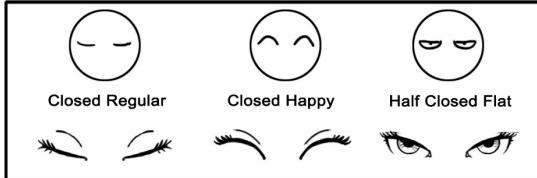


Shoes reference





We need 3 ways of closing eyes



We need shrinking pupils



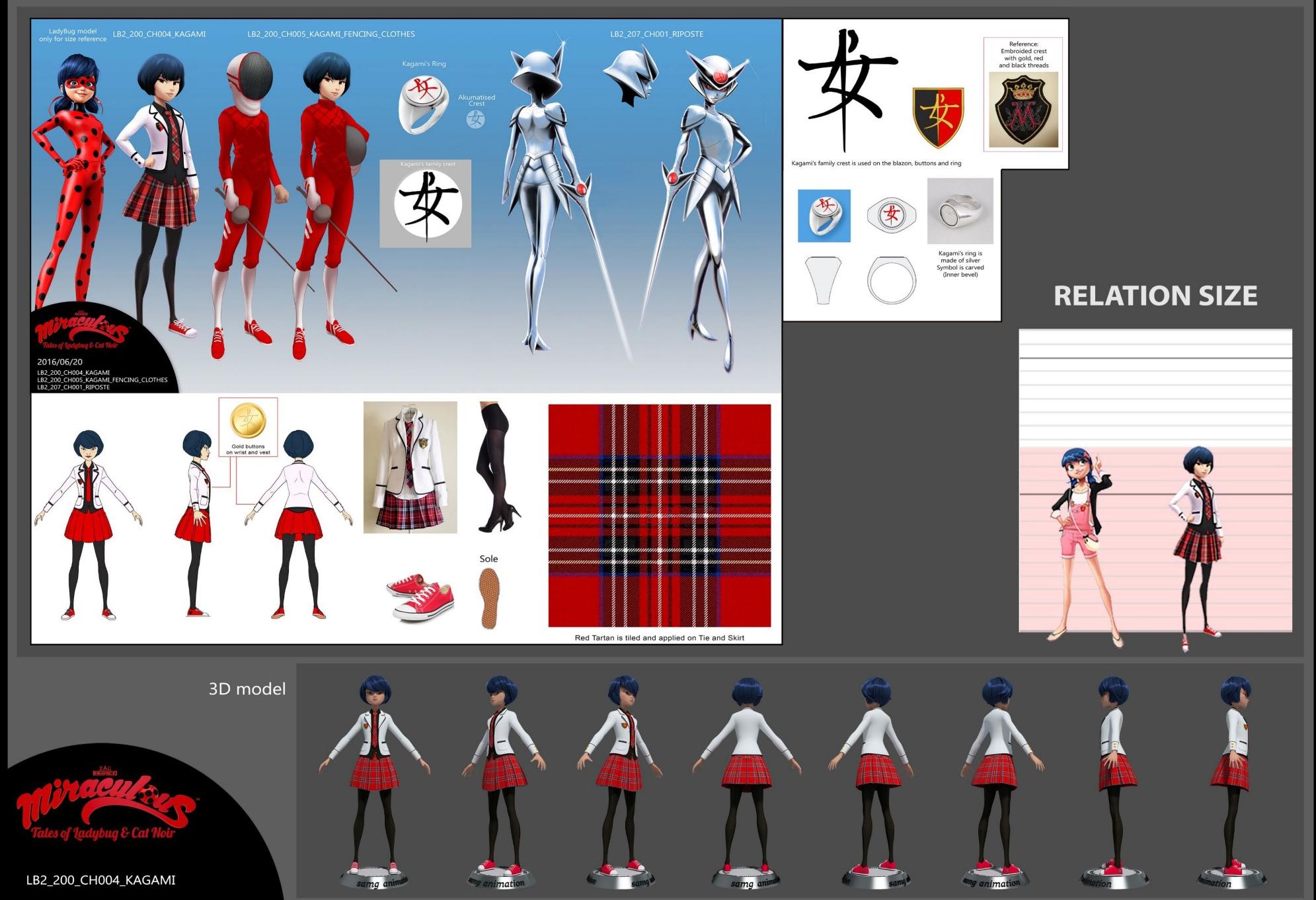


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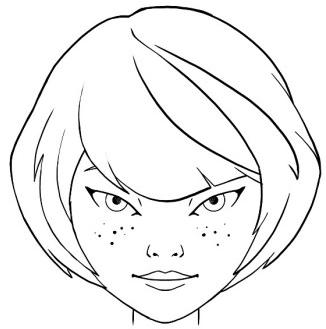
3D model





## RELATION SIZE





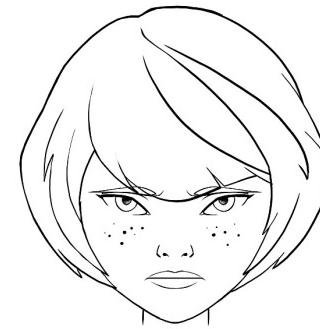
KAGAMI



Extreme Anger



Extreme Happy



Impassive



Surprise



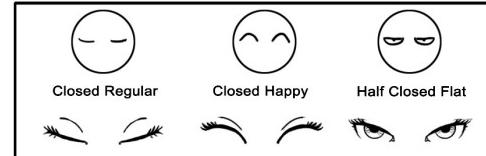
Sad

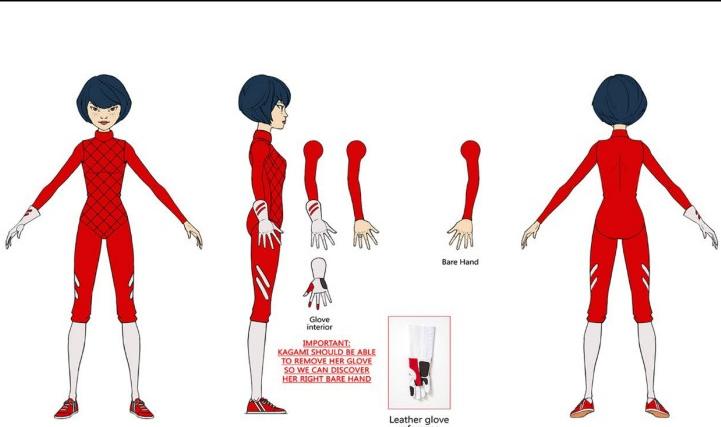


We need shrinking pupils



We need 3 ways of closing eyes



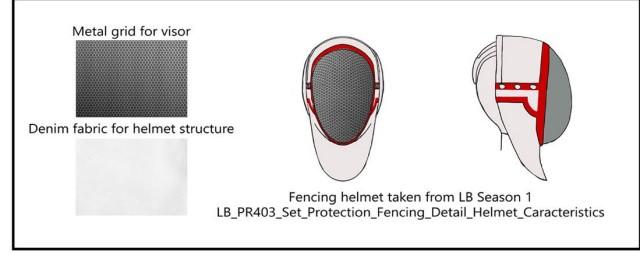
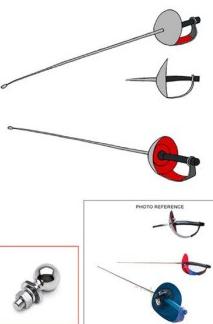


KAGAMI FENCING MODE (with Helmet)



LB2\_207\_PR004\_KAGAMI\_SWORD

Sword's made of chrome, Handle's leather



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH005\_KAGAMI\_FENCING\_SUITE



## RELATION SIZE



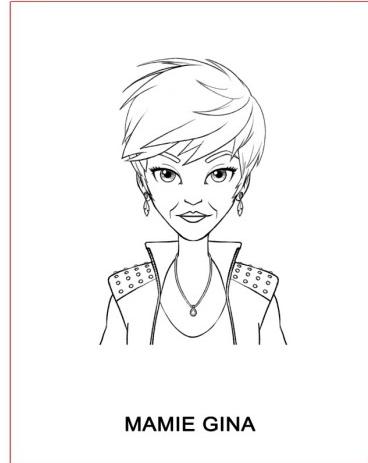
3D model



LB2\_200\_CH006\_MARINETTE\_FENCING\_SUIT







Extreme Anger



Extreme Happy



Impassive



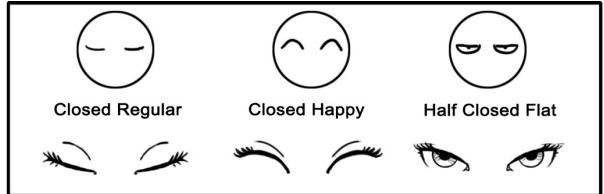
Surprise



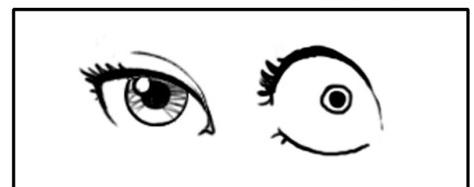
Sad

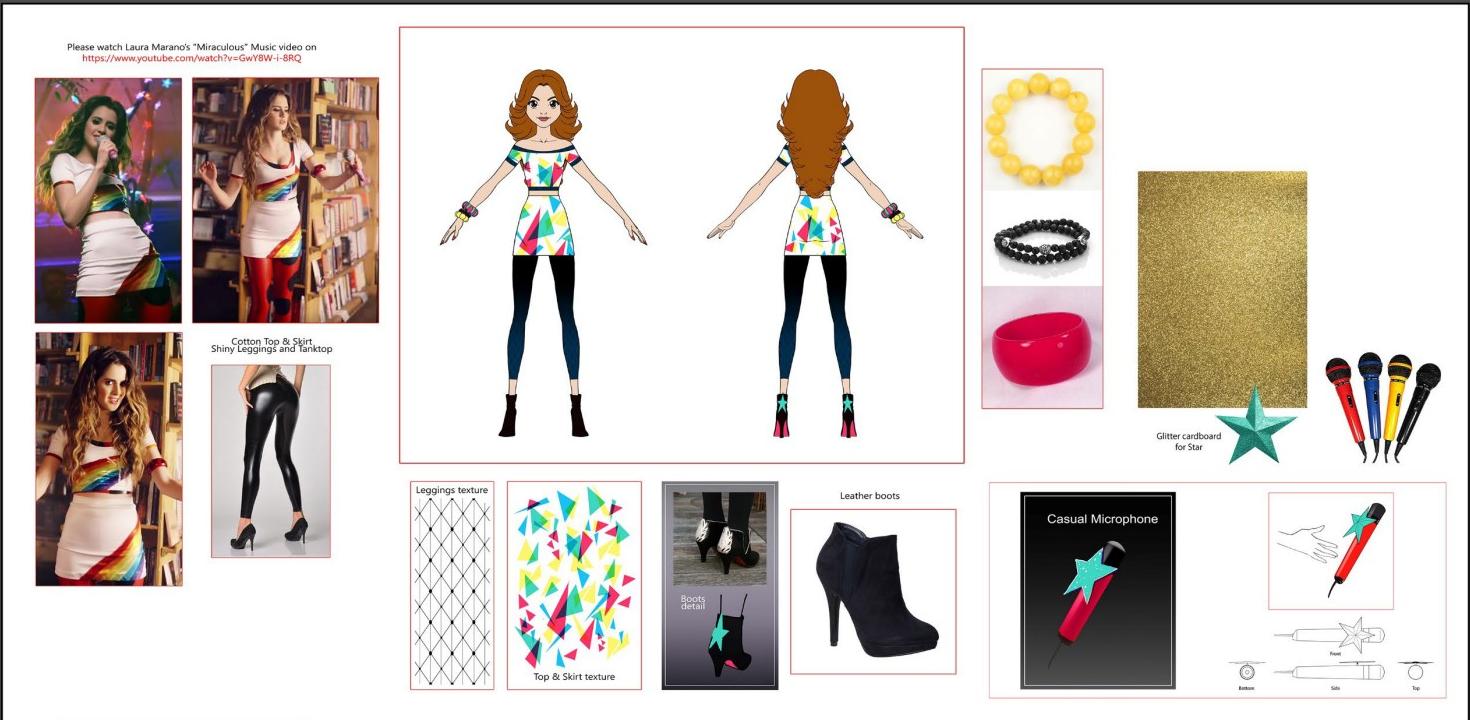


We need 3 ways of closing eyes



We need shrinking pupils





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH008\_LAURA\_ROSSIGNOL



LAURA\_ROSSIGNOL



Extreme Anger



Extreme Happy



Impassive



Surprise



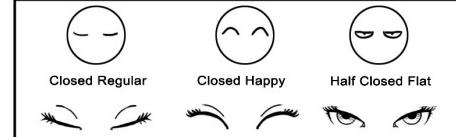
Sad

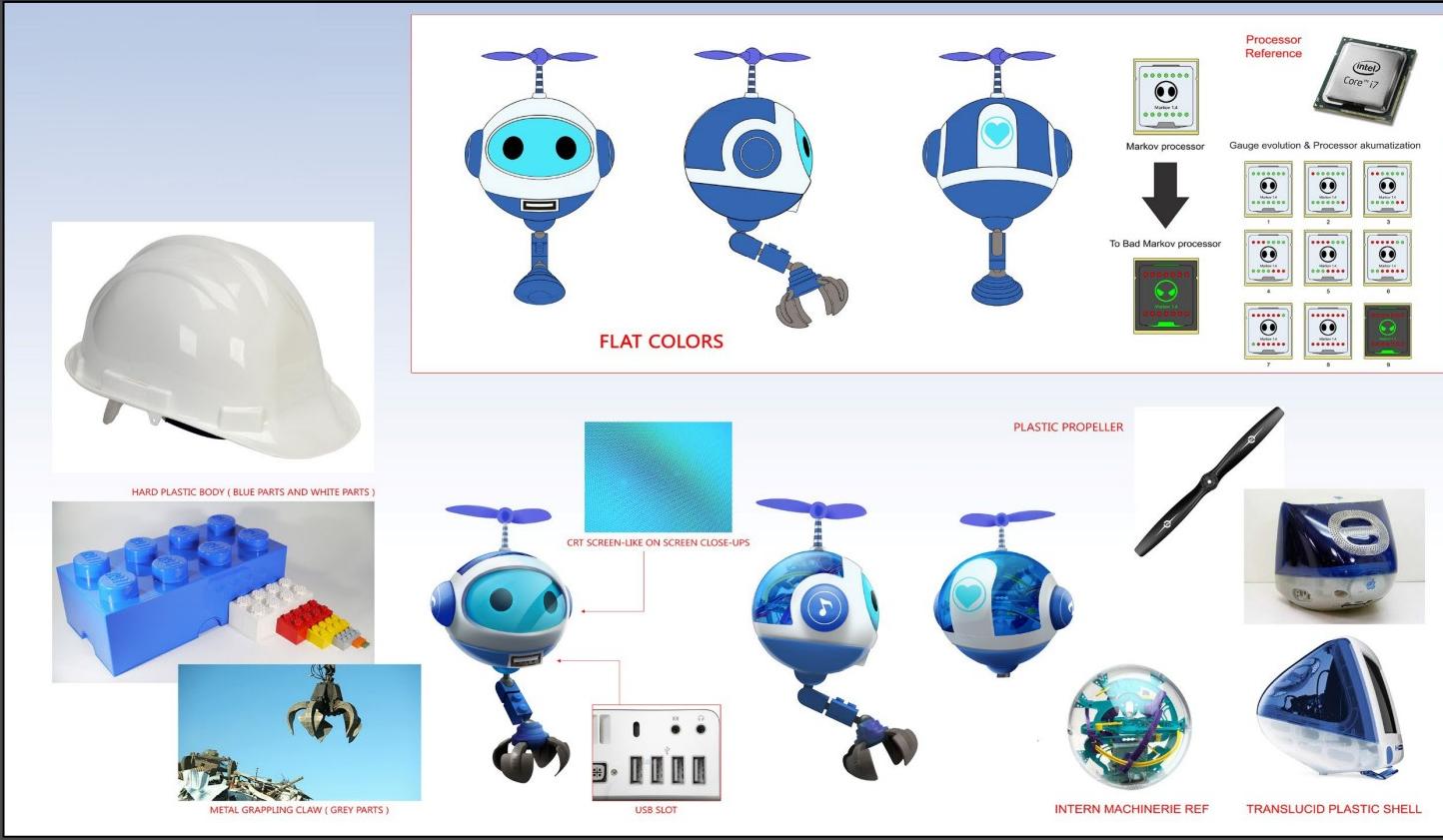


We need shrinking pupils



We need 3 ways of closing eyes

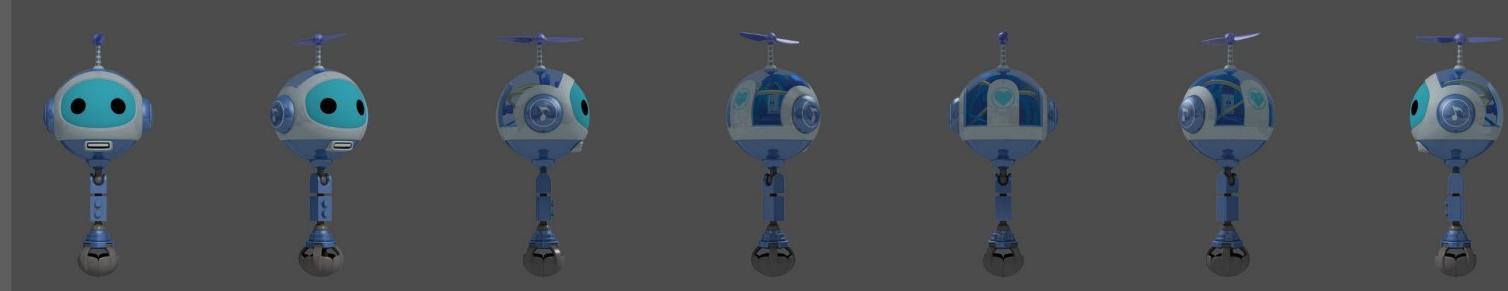




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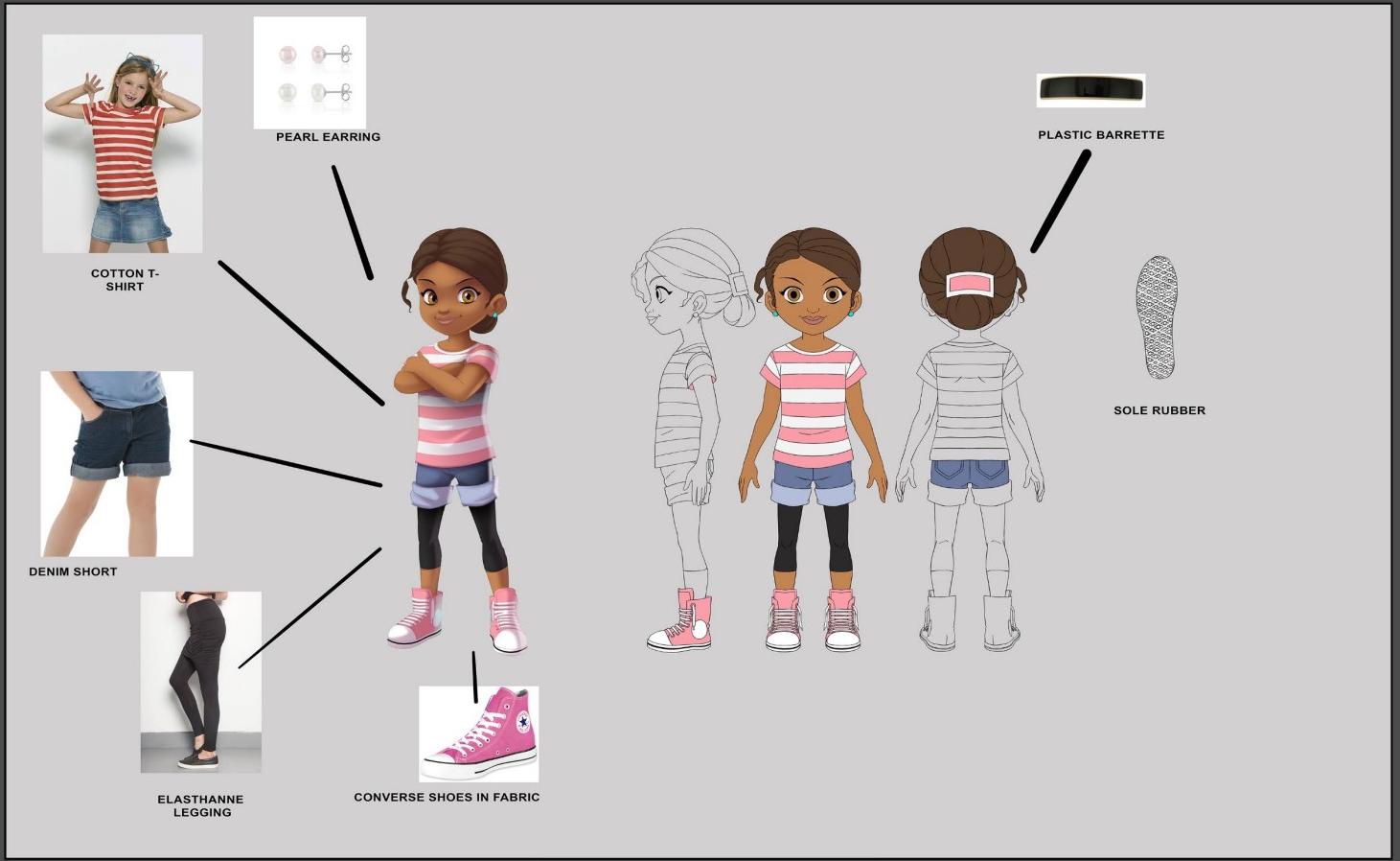


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH009\_MARKOV



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH010\_ETTA



ETTA / ELLA



Extreme Anger



Extreme Happy



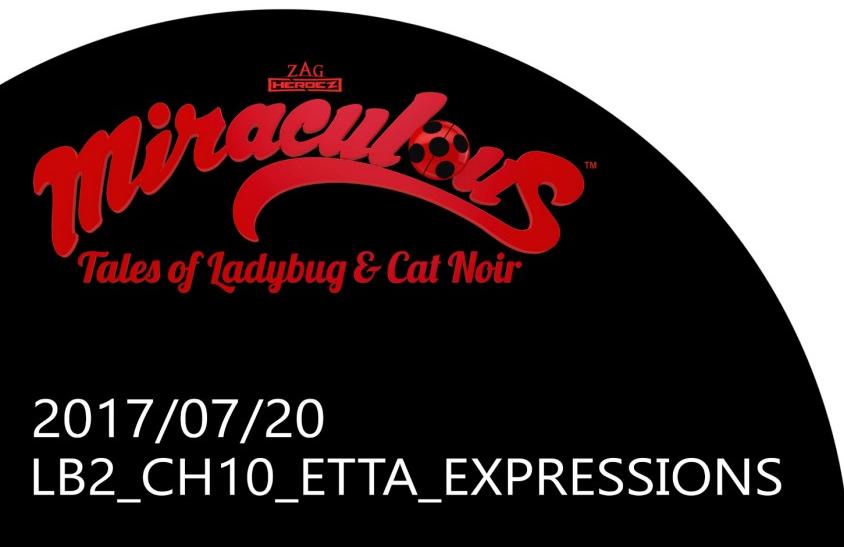
Impassive



Surprise



Sad



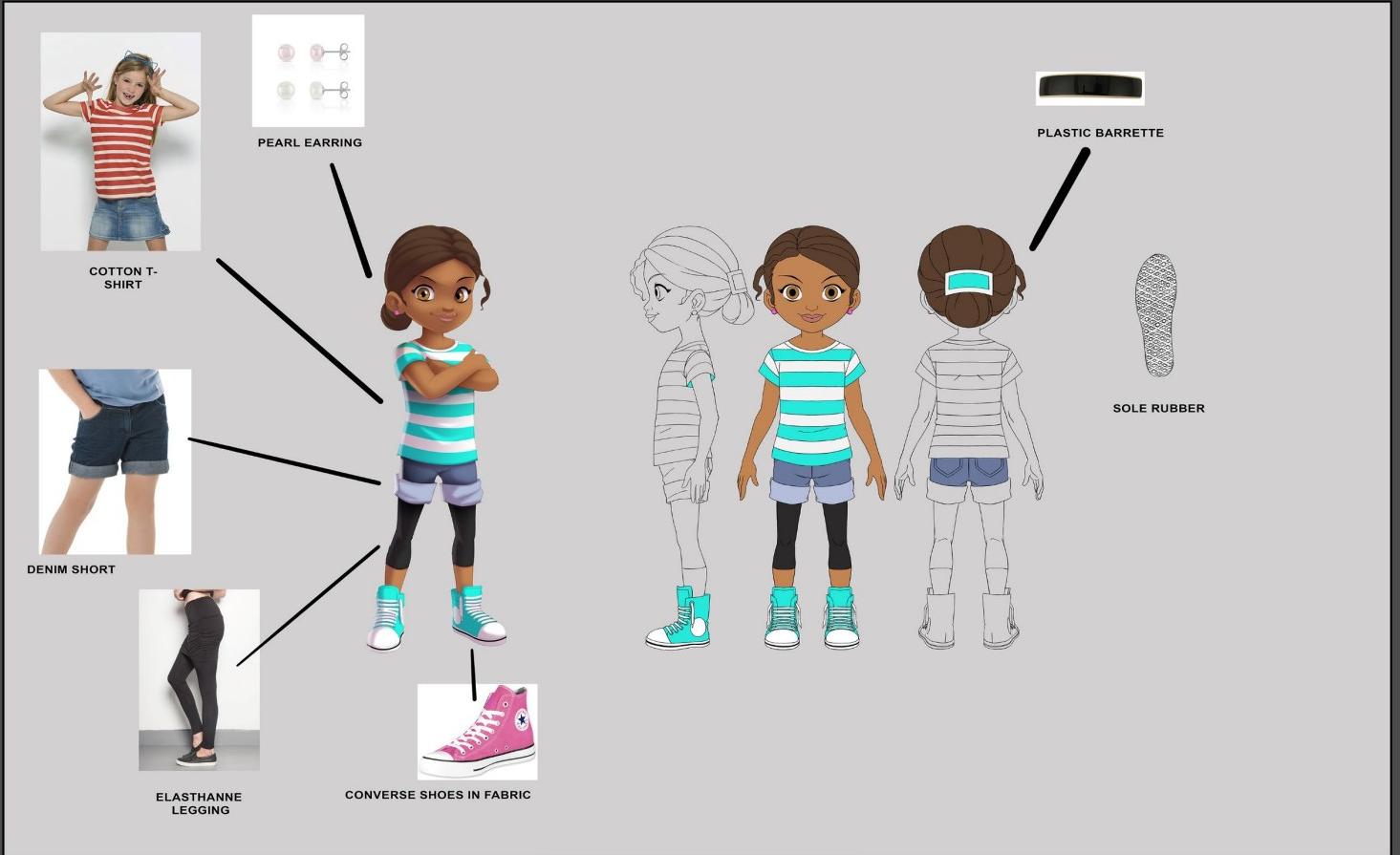
2017/07/20  
LB2\_CH10\_ETTA\_EXPRESSIONS

We need 3 ways of closing eyes



We need shrinking pupils





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH011\_ELLA



ETTA / ELLA



Extreme Anger



Extreme Happy



Impassive



Surprise



Sad



2017/07/20  
LB2\_CH011\_ETTA\_EXPRESSIONS

We need 3 ways of closing eyes



Closed Regular



Closed Happy



Half Closed Flat

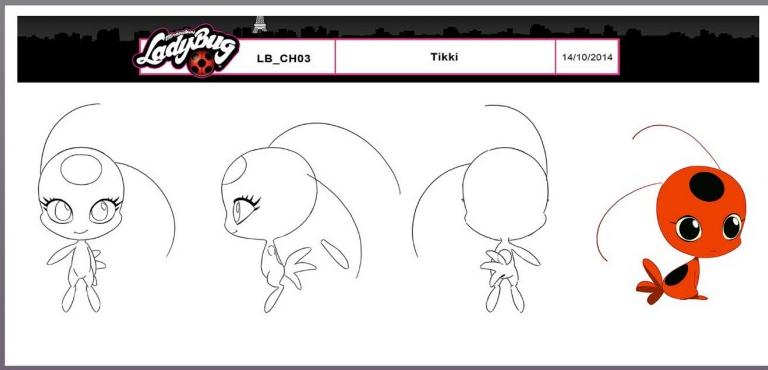


We need shrinking pupils





Trixx is the equivalent of Tikki  
and is based on the same model  
and texture



## RELATION SIZE



3D model



LB2\_200\_CH012\_TRIXX





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH013\_RENA\_ROUGE



## RELATION SIZE

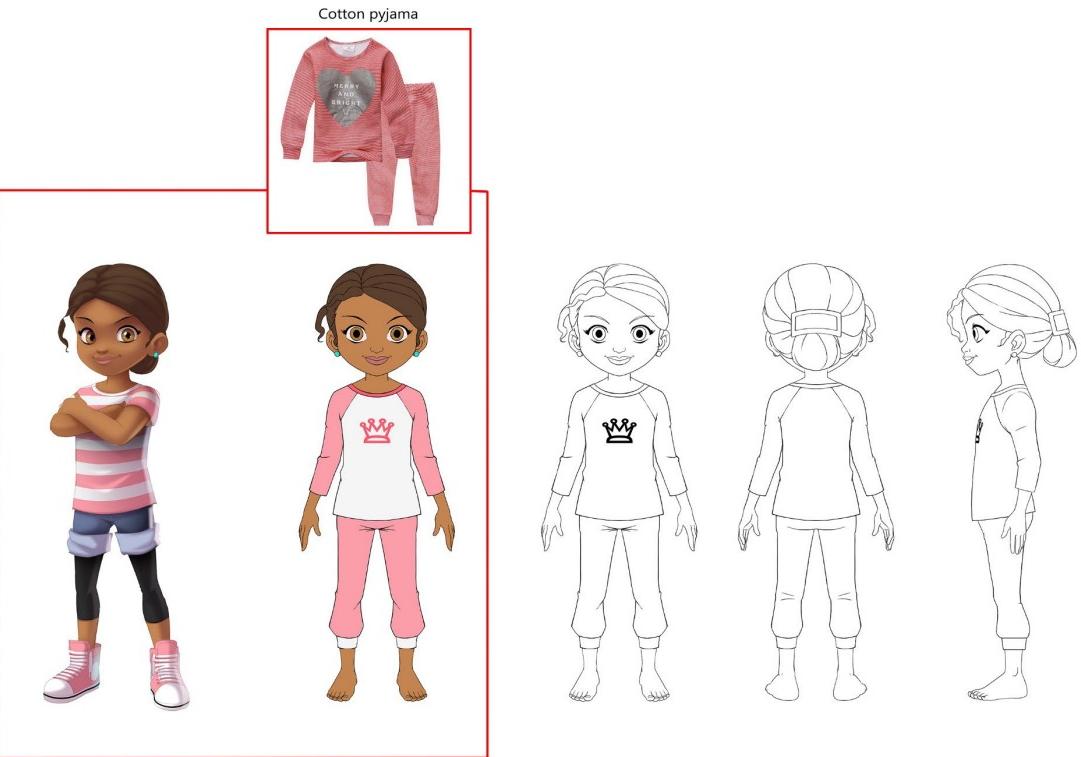


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH014\_Adrien\_MODEL\_PODIUM



## RELATION SIZE

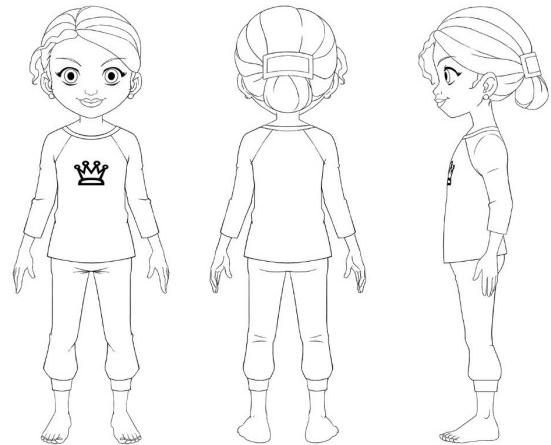


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH015\_ETTA\_PYJAMA



## RELATION SIZE

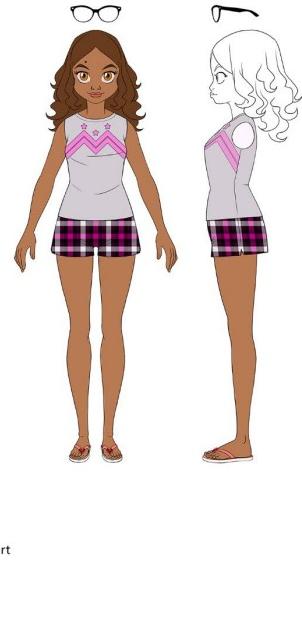
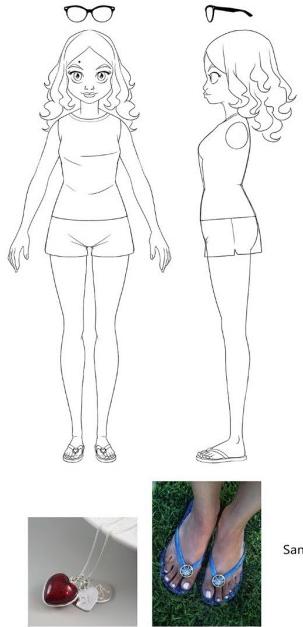


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

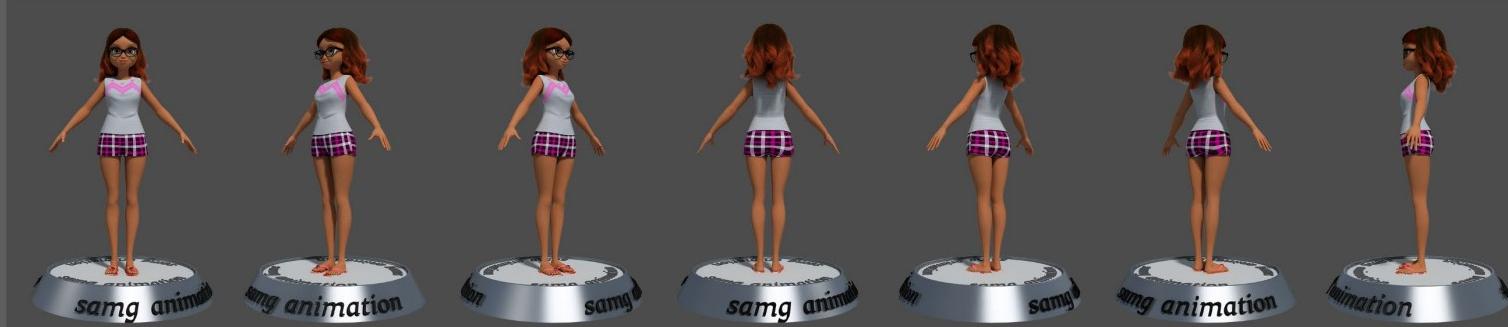
LB2\_200\_CH016\_ELLA\_PYJAMA



## RELATION SIZE

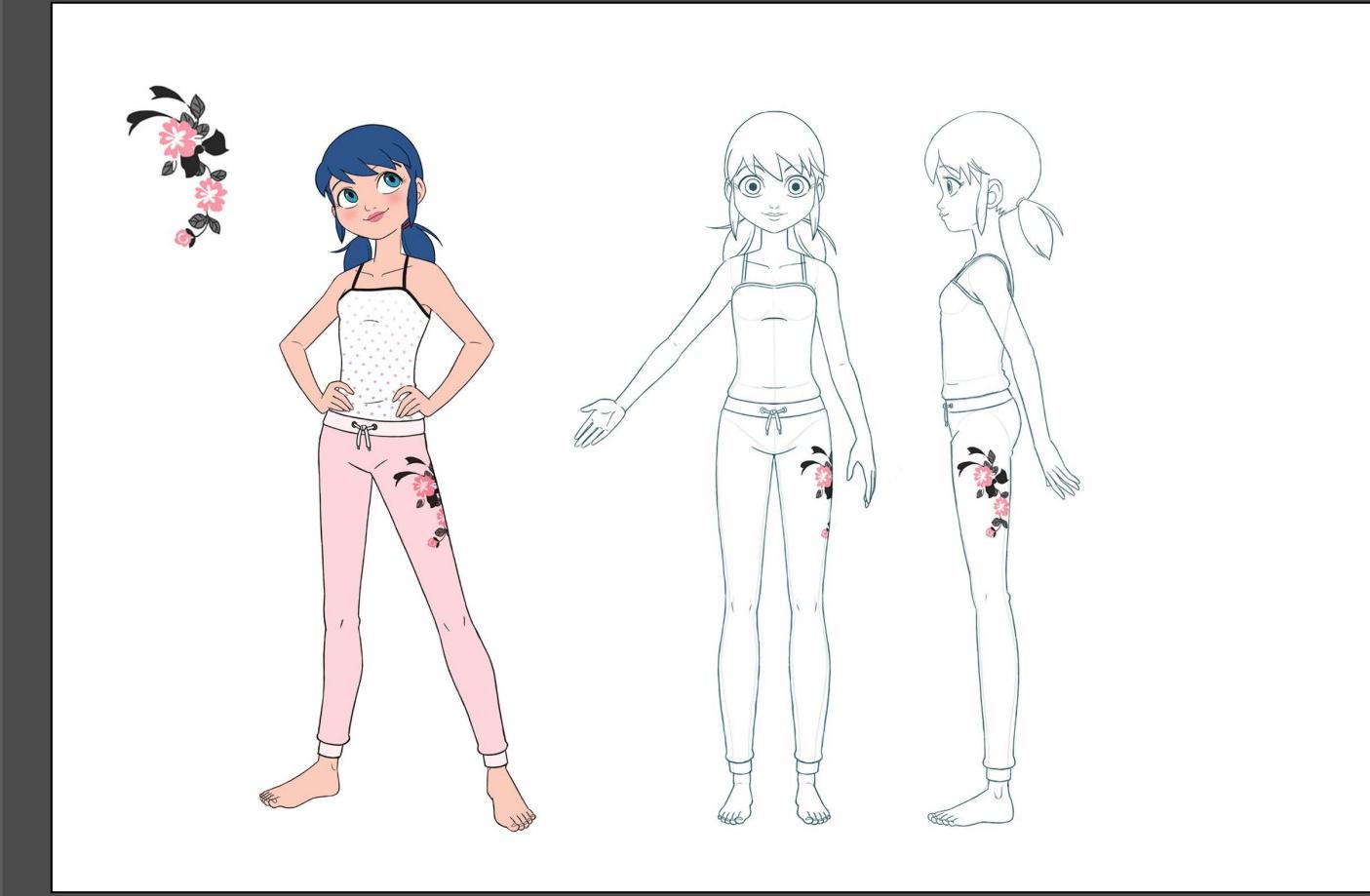


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH017\_ALYA\_PYJAMA



## RELATION SIZE

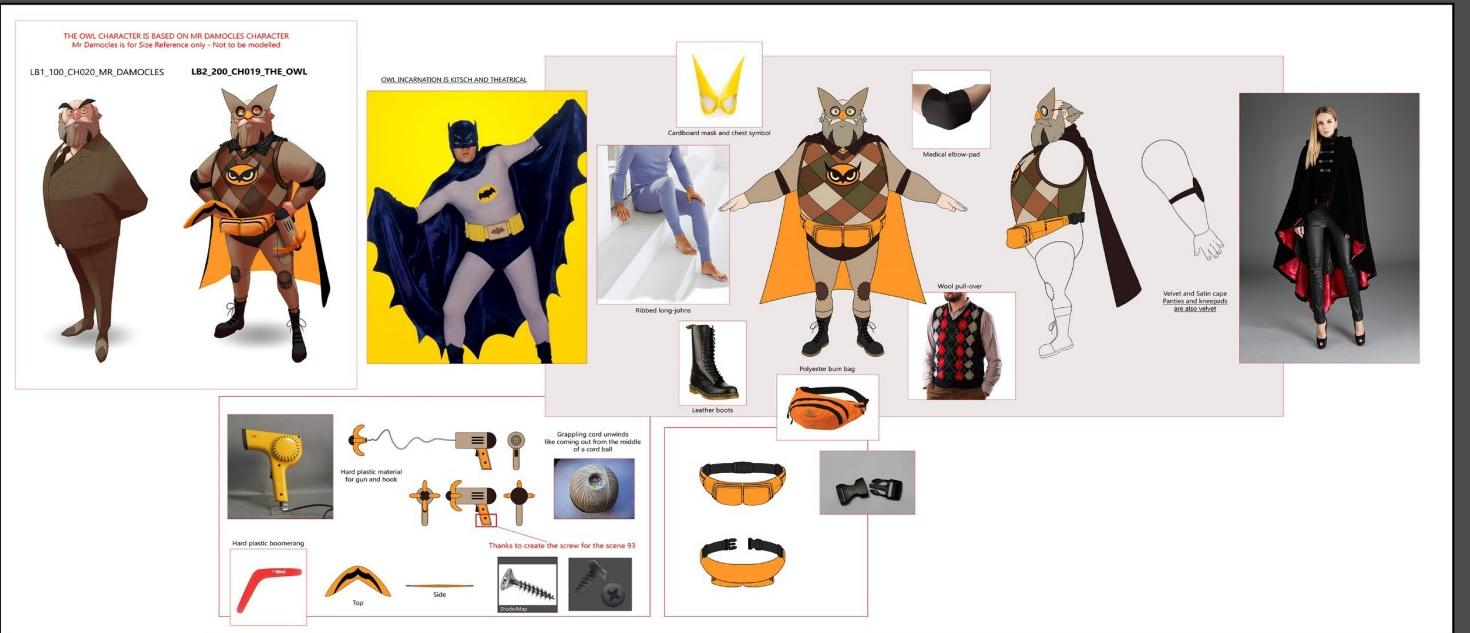


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH018\_MARINETTE\_PYJAMA\_SLIPPERS



## RELATION SIZE



3D model



LB2\_200\_CH019\_THE\_OWL



# DARK OWL

THE OWL CHARACTER IS BASED ON  
MR DAMOCLES CHARACTER  
Mr Damocles is for Size Reference only  
Not to be modelled

LB1\_100\_CH020\_MR\_DAMOCLES



FIRST INCARNATION  
COSPLAY COSTUME

LB2\_200\_CH019\_THE\_OWL

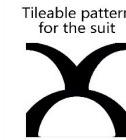


Once akumatized,  
Damocles becomes very muscular

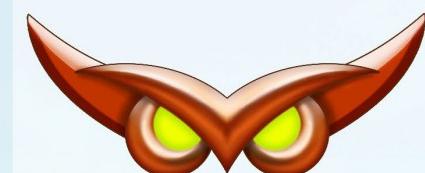


SECOND INCARNATION  
AKUMATIZED COSTUME

LB2\_213\_CH001\_THE\_DARK\_OWL



OWL GADGETS



Boomerangs  
(Hidden in his back)  
Already deployed  
when he pulls them

Belt Gadgets



Once activated, the eyes light up



Then it becomes a grenade, a grappler, etc...

Miraculous  
Tales of Ladybug & Cat Noir

2016/10/12

LB2\_200\_CH019\_THE\_OWL  
LB2\_213\_CH001\_THE\_DARK\_OWL

THE OWL CHARACTER IS BASED ON MR DAMOCLES CHARACTER  
Mr Damocles is for Size Reference only - Not to be modelled

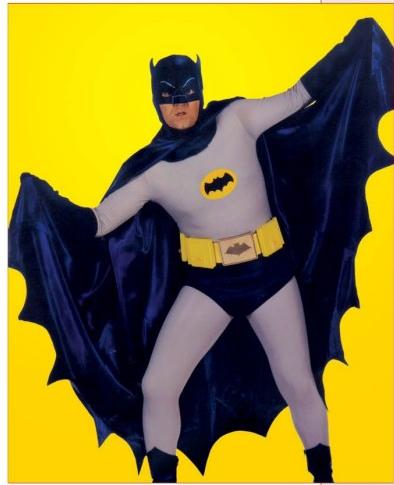
LB1\_100\_CH020\_MR\_DAMOCLES



LB2\_200\_CH019\_THE\_OWL



OWL INCARNATION IS KITSCH AND THEATRICAL



Cardboard mask and chest symbol



Ribbed long-johns



Medical elbow-pad



Wool pull-over



Polyester bum bag

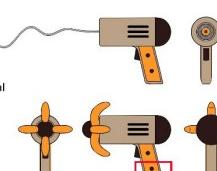


Leather boots

Velvet and Satin cape  
Panties and kneepads  
are also velvet



Hard plastic boomerang



Hard plastic material  
for gun and hook



Grapping cord unwinds  
like coming out from the middle  
of a cord ball



Thanks to create the screw for the scene 93



2016/11/10

LB2\_200\_CH019\_THE\_OWL  
COLOR & TEXTURE



THE OWL



Extreme Anger



Extreme Happy



Impassive



Surprise



Sad



We need 3 ways of closing eyes



Closed Regular



Closed Happy



Half Closed Flat

We need shrinking pupils





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

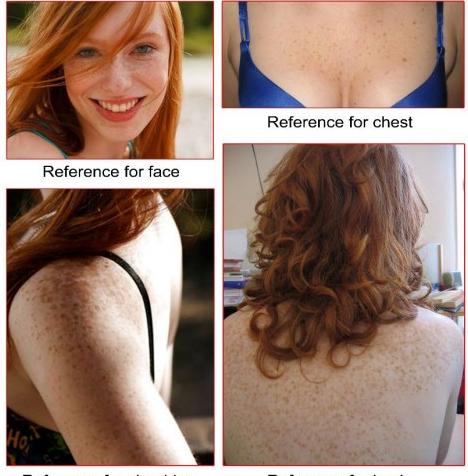
LB2\_200\_CH020\_ONDINE



2017/05/11  
LB2\_200\_CH020\_ONDINE  
\_COLOR & TEXTURE



Freckles run all over the body, more visible on the upper part of the body, lighter on legs and feet



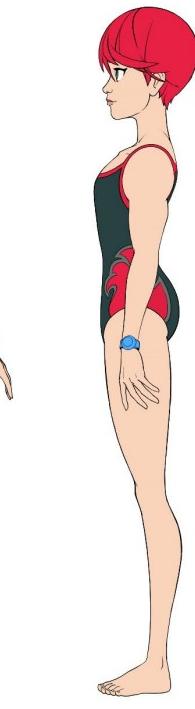
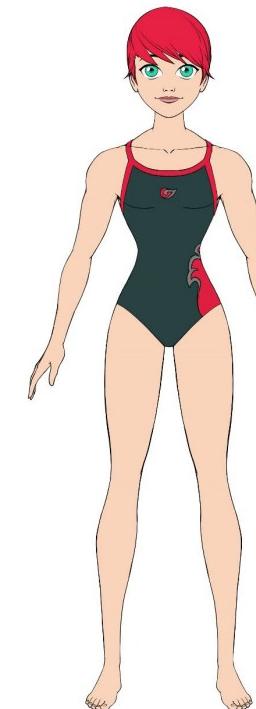
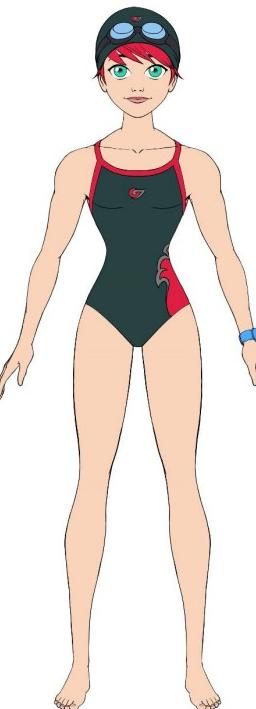
Swim goggles are a re-use from LB2\_210\_CH002\_MARINETTE\_PYJAMA\_TOWEL\_GOGGLES\_SLIPPERS model  
Change the pink color for a dark grey color



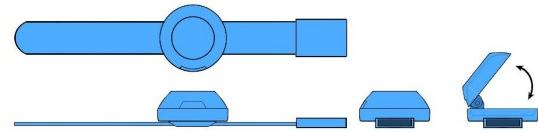
Dark grey soft silicone for main body of goggles  
Transparent "blue-ish" see-through glass



Synthetic stretch texture  
for swimming cap and suit



Wristband box is worn on arm and held in hand; Lid of the box opens to reveal a hidden space  
**WRISTBAND BOX MUST BE RIGGED ACCORDINGLY**



Soft silicone texture

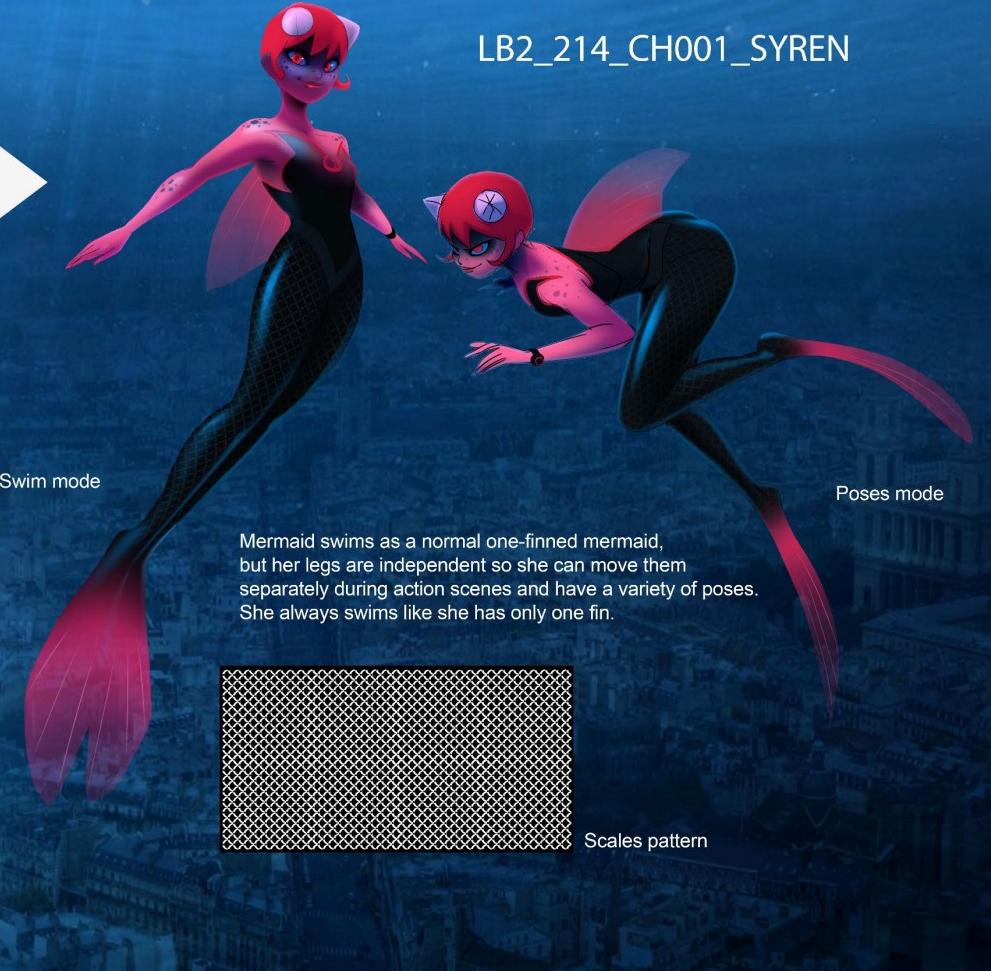


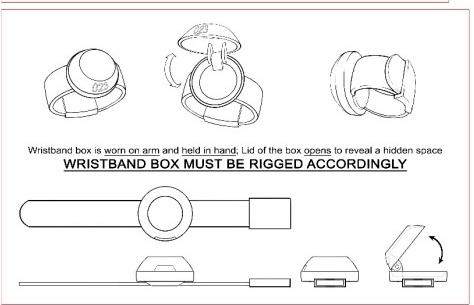
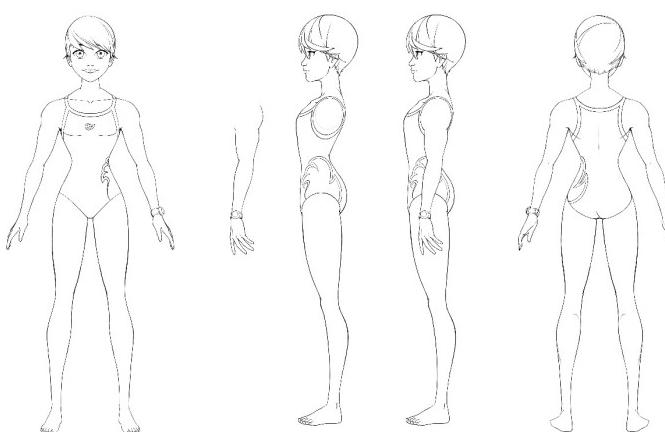
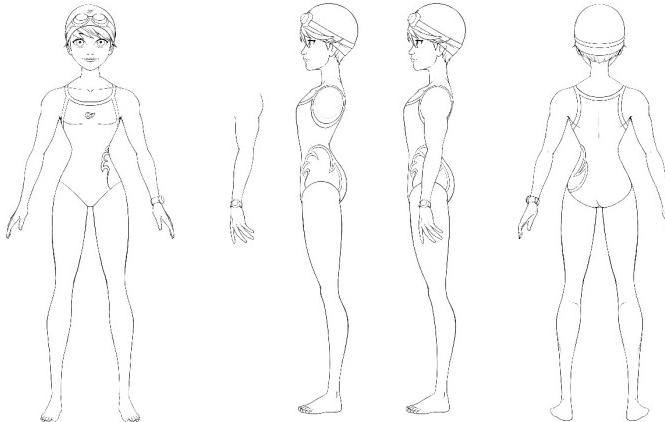
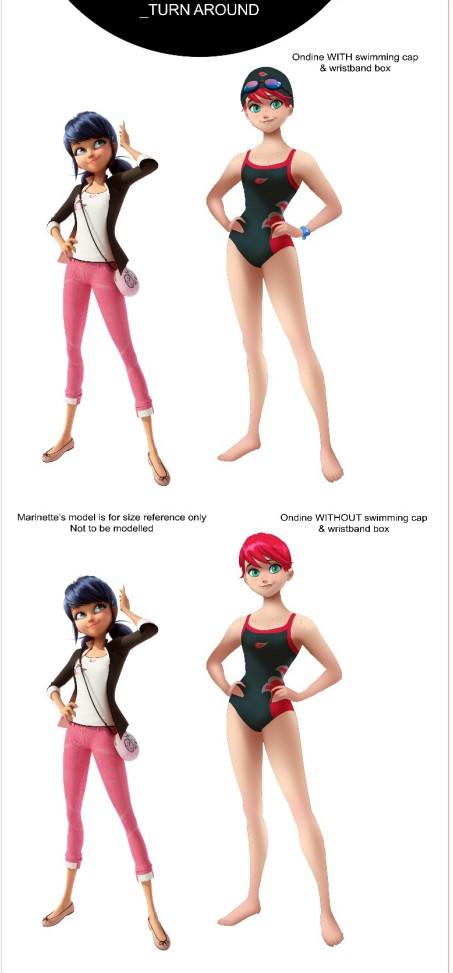
2017/05/16  
LB2\_200\_CH020\_ONDINE\_  
LB2\_214\_CH001\_SYREN\_  
CONCEPT\_ART

Marinette's Model's for Size Reference only  
Not to be modelled



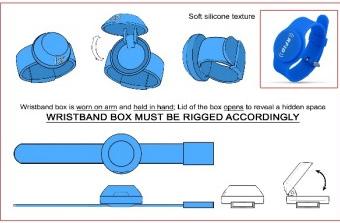
AKUMATIZED



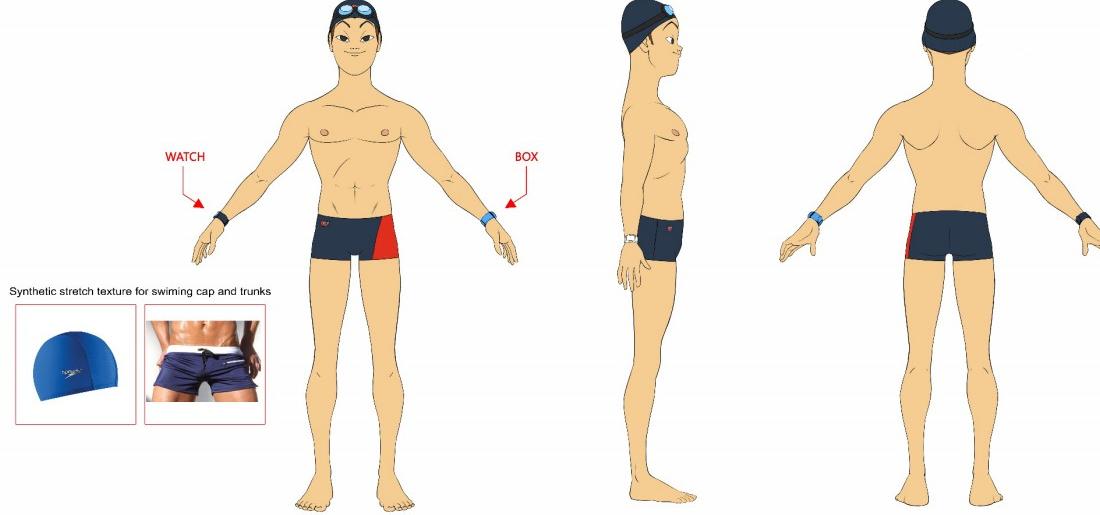
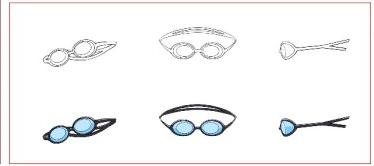




2018/05/17  
LB2\_200\_CH021\_KIM\_SWIM\_  
COLOR & TEXTURE

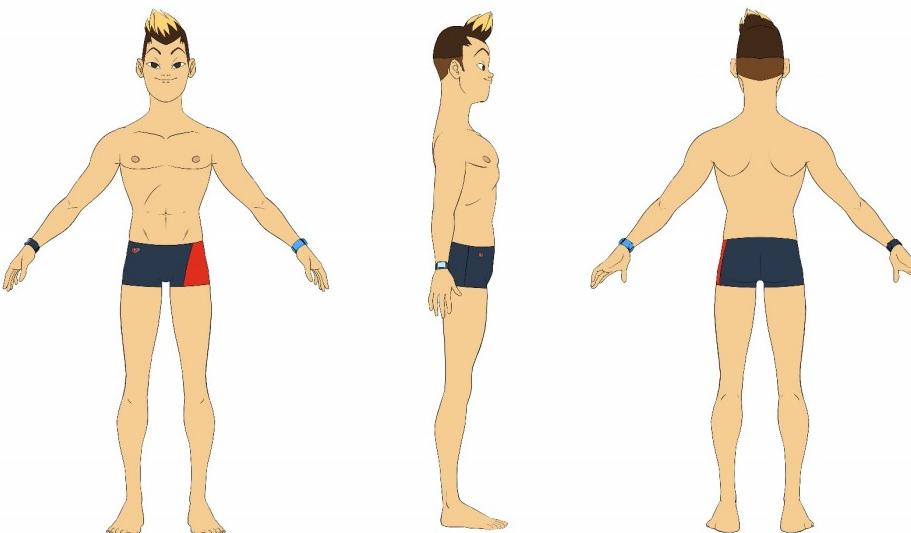


Swim goggles are a re-use from  
LB2\_210\_CH002\_MARINETTE\_PJAMA\_TOWEL\_GOGGLES\_SLIPPERS model  
Change the pink color for a dark grey color



**IMPORTANT**  
Action reveals Kim removing his swimming cap

When modelling the character,  
**RIGGING OF THE CAP AND HAIR  
MUST BE MADE ACCORDINGLY**





2018/10/29

LB2\_200\_CH021\_KIM\_SWIM\_  
CONCEPT\_ART

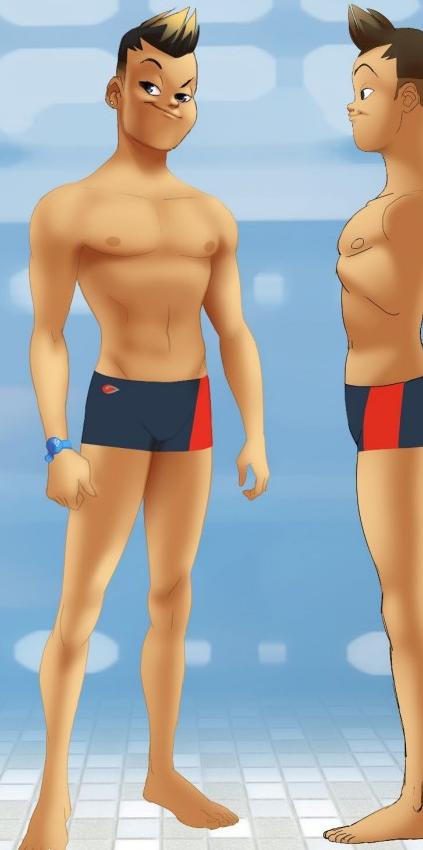
Marinette's Model's for Size Reference only  
Not to be modelled



With swimming cap

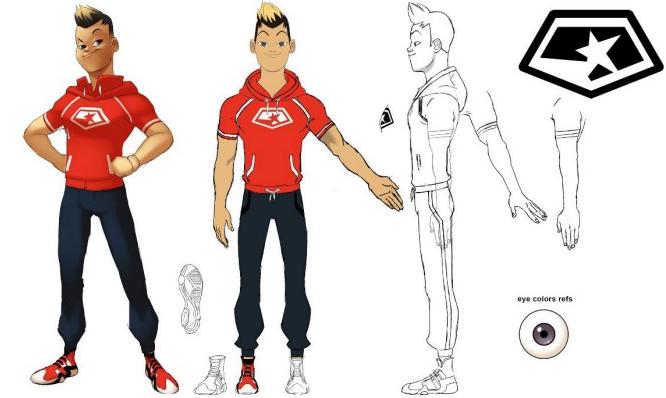


Without swimming cap



LB2\_200\_CH021\_KIM\_SWIM

is the «Swimming pool» version of LB1\_100\_CH013\_KIM



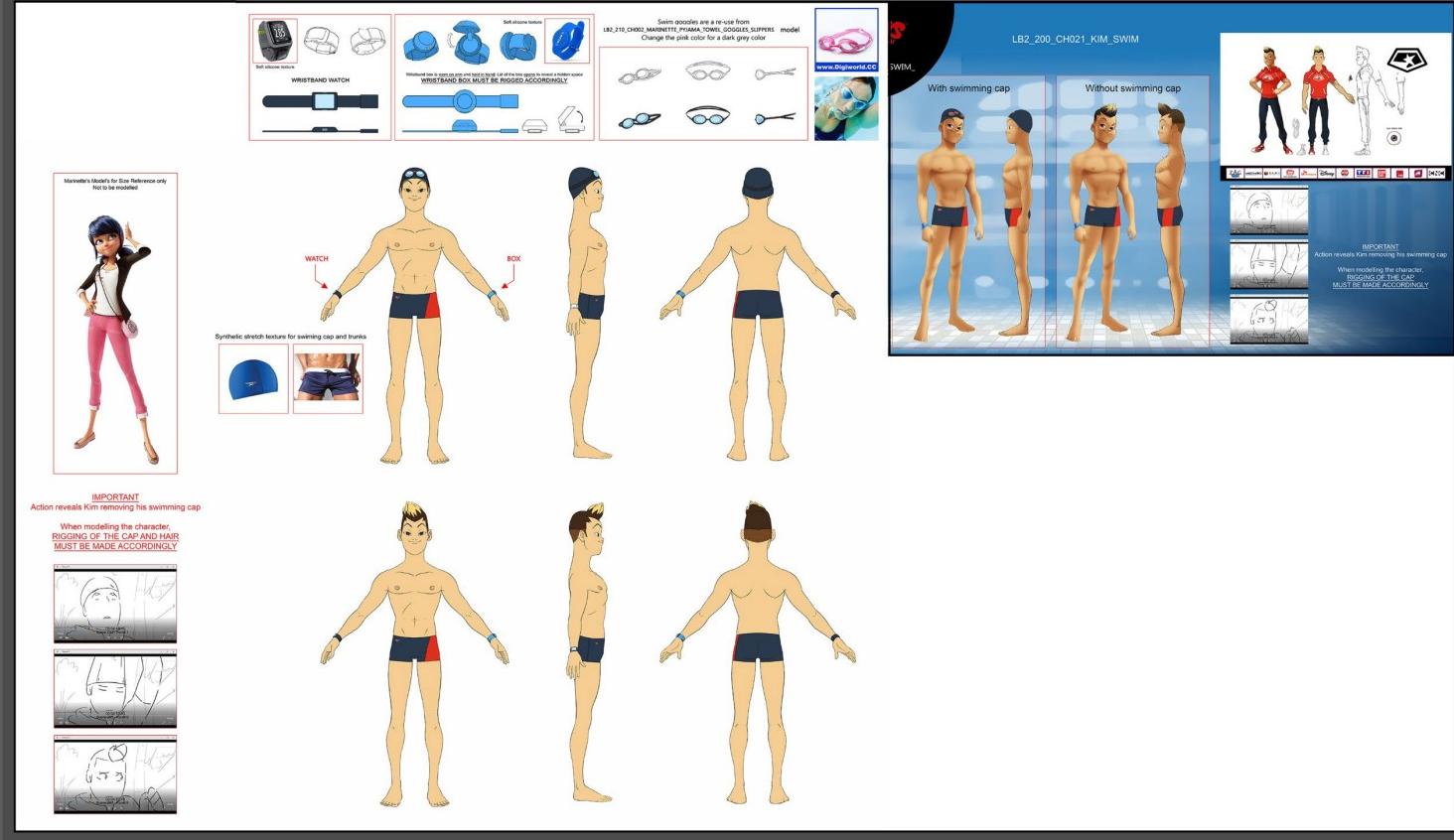
ZAG METHOD SAMG TOON ANIMATION SK broadband Disney Nickelodeon TF1 BANDAI PGS CNCTV



### IMPORTANT

Action reveals Kim removing his swimming cap

When modelling the character,  
**RIGGING OF THE CAP  
MUST BE MADE ACCORDINGLY**



## RELATION SIZE

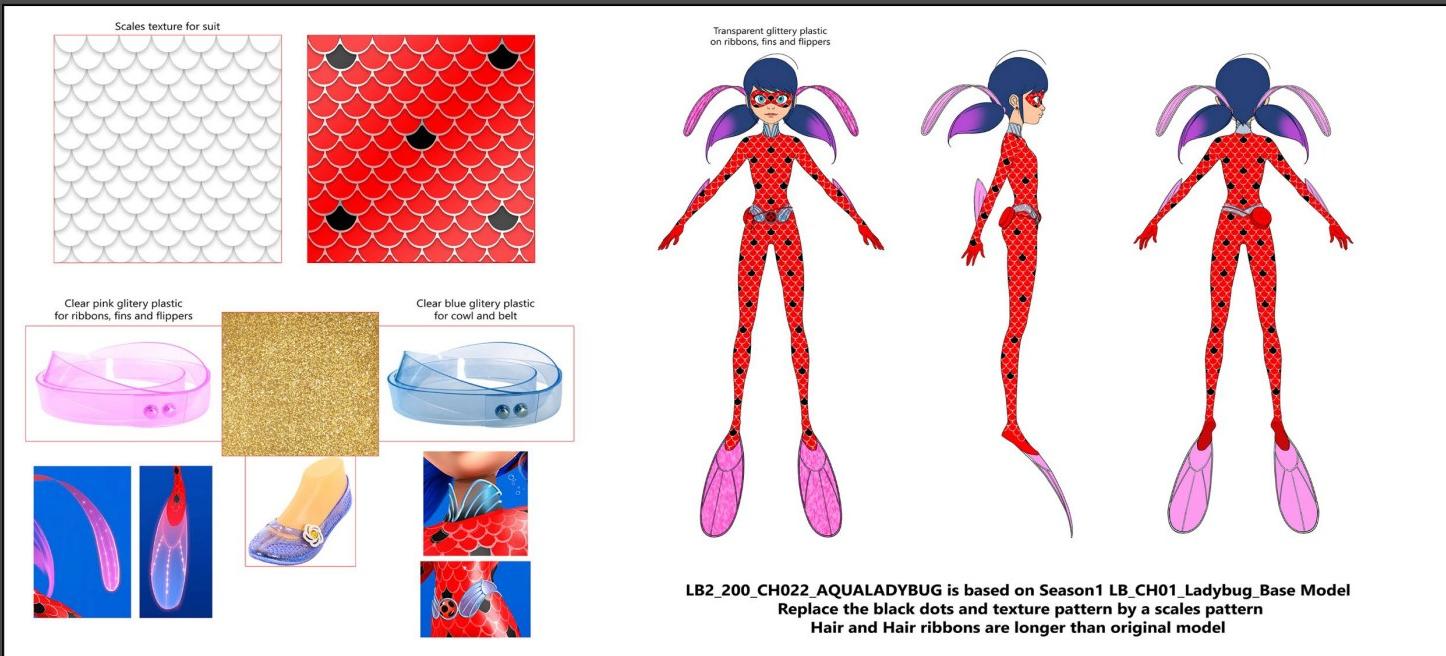


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH021\_KIM\_SWIM\_SUIT



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH022\_AQUALADYBUG



2017/05/22

LB2\_200\_CH022\_AQUALADYBUG

COLOR&TEXTURE



Aquasuit Ladybug



Transparent glittery plastic  
on ribbons, fins and flippers



LB2\_200\_CH022\_AQUALADYBUG is based on Season1 LB1\_100\_CH001\_LADYBUG  
Replace the black dots and texture pattern by a scales pattern  
Hair and Hair ribbons are longer than original model

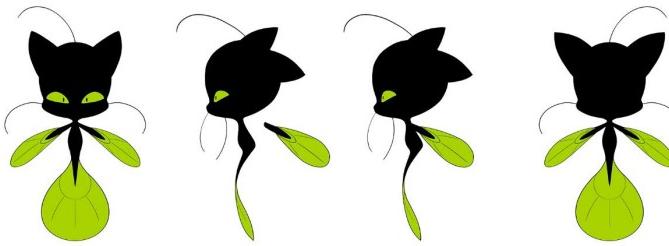
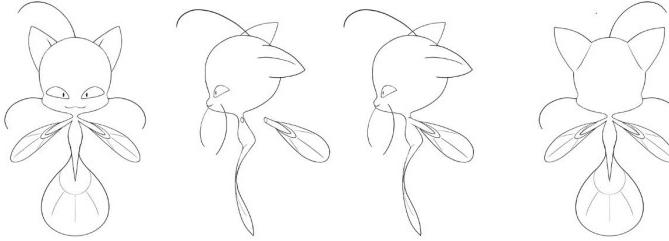
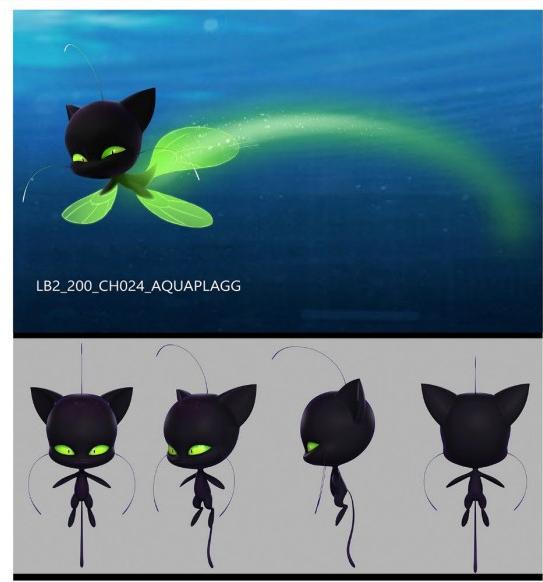


## RELATION SIZE



3D model





## RELATION SIZE

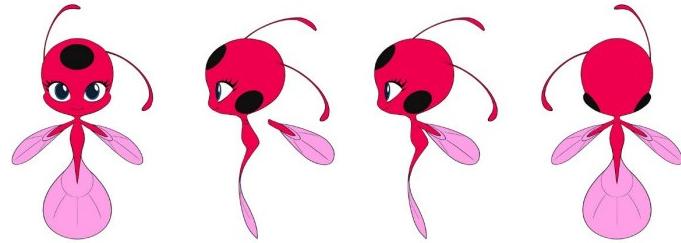
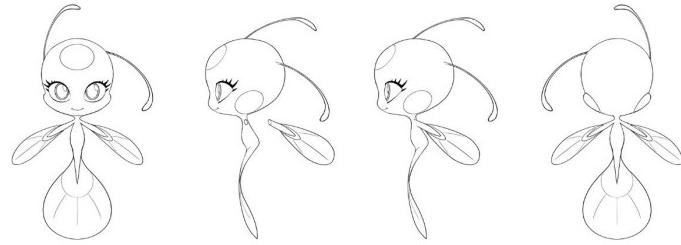


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

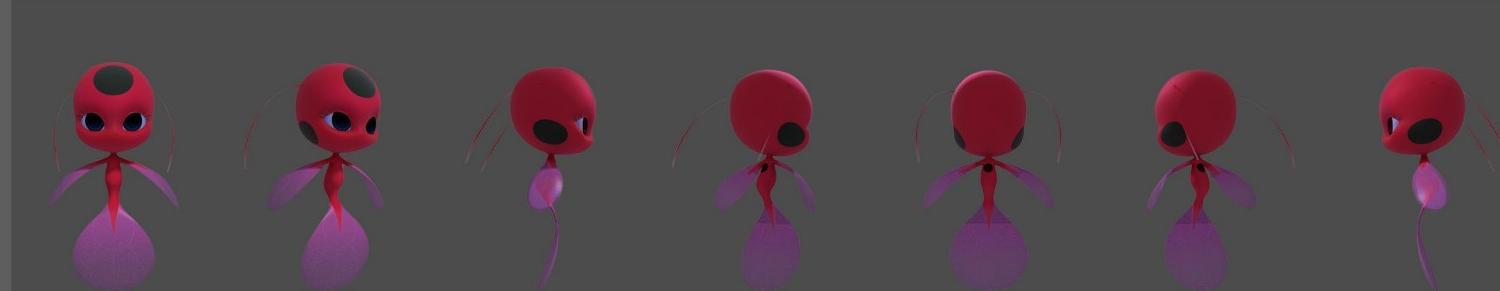
LB2\_200\_CH024\_AQUAPLAGG



## RELATION SIZE

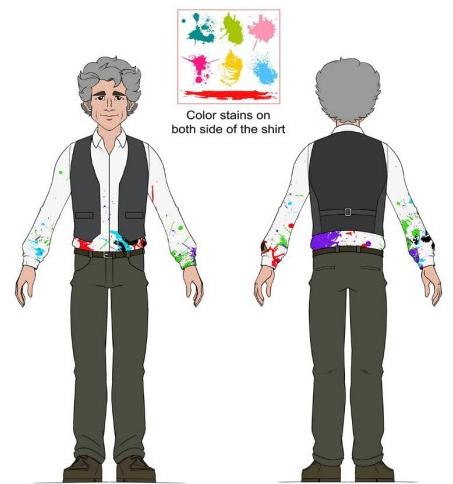
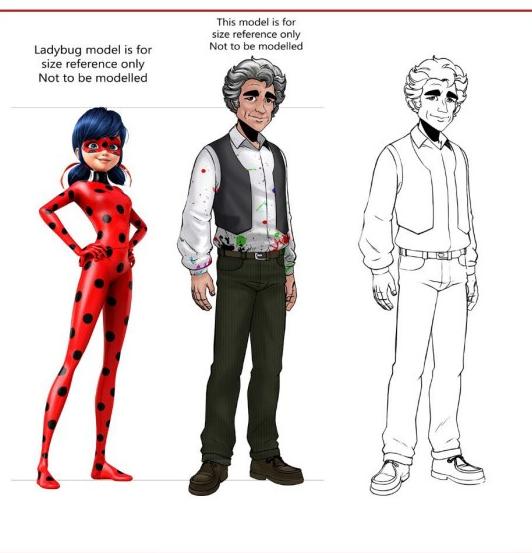


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH025\_AQUATIKKI



## RELATION SIZE

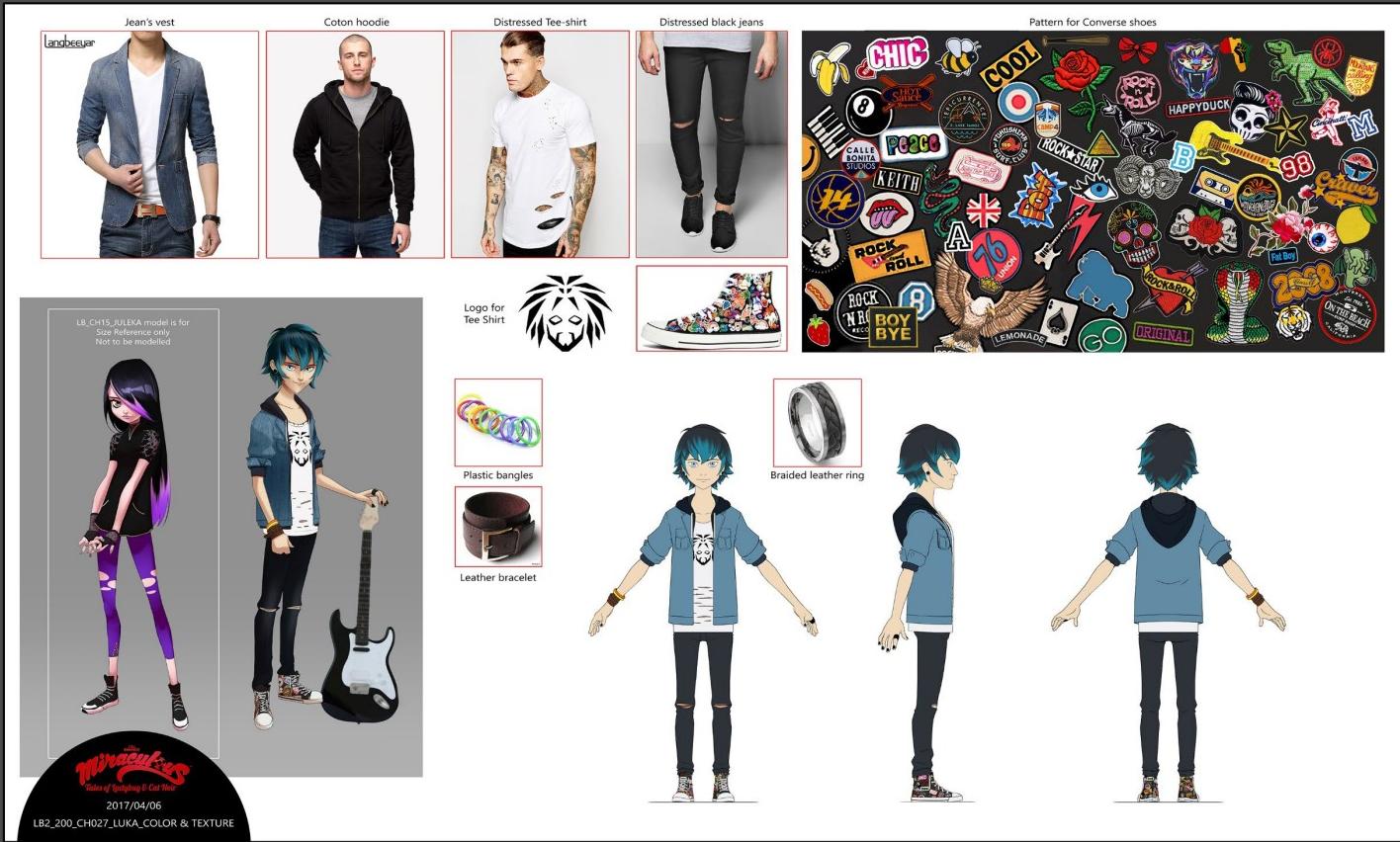


3D model



LB2\_200\_CH026\_JEAN\_PIERRE\_MONLATAING

# NOT FOUND



## RELATION SIZE



## RELATION SIZE

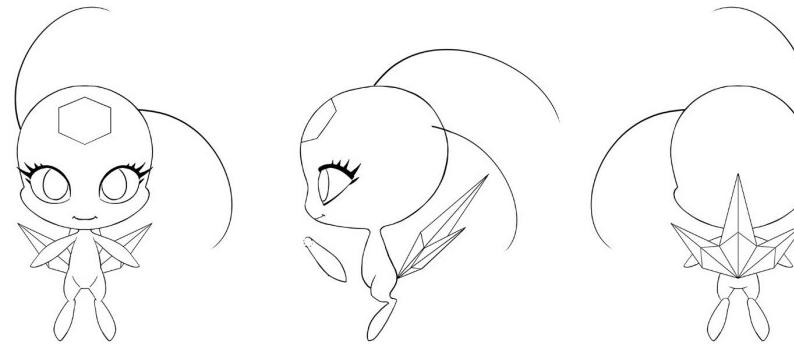
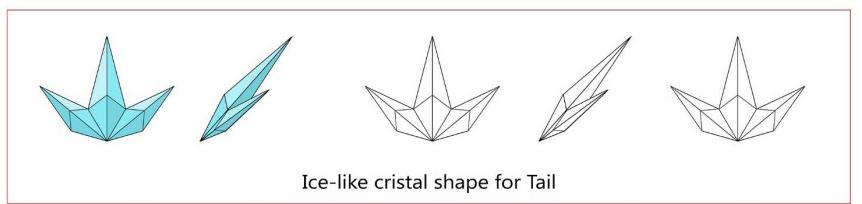


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

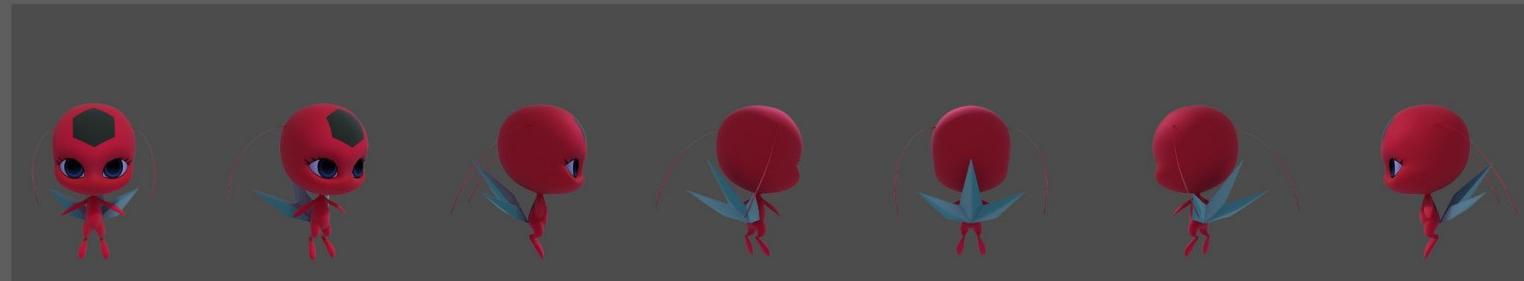
LB2\_200\_CH028\_PHILIPPE



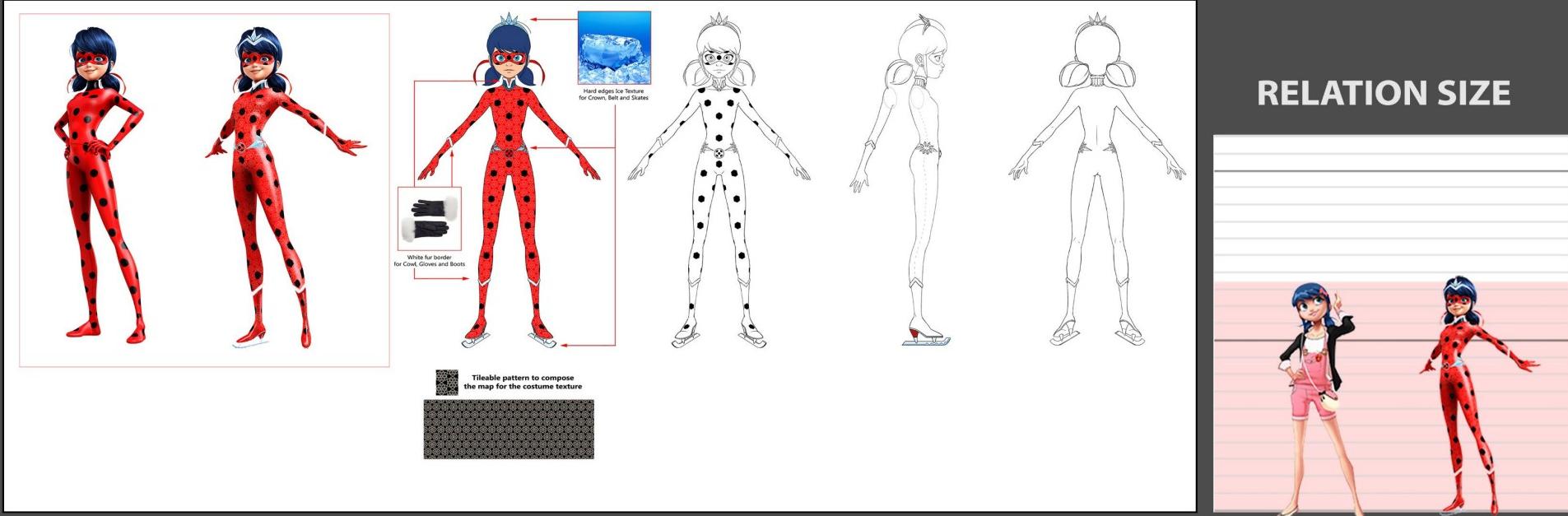
## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH030\_LADYICE

3D model

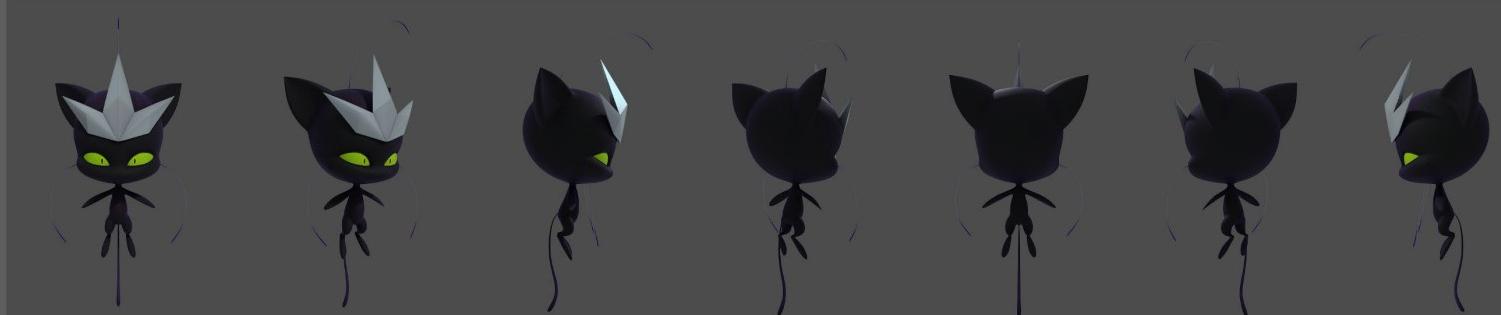




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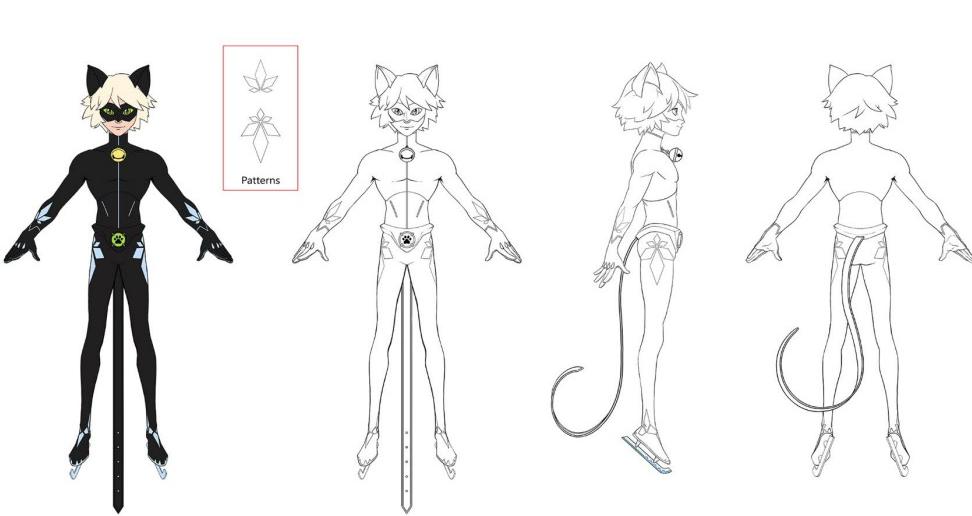
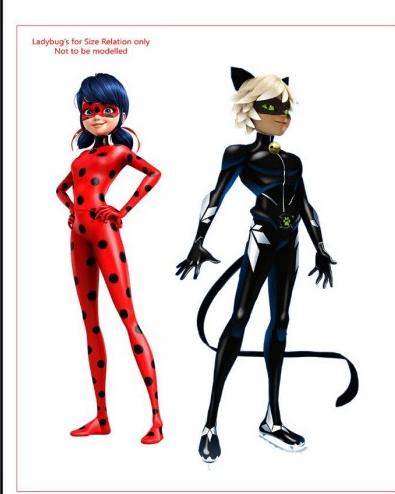


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH031\_PLAGGLACIER



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH032\_ICECAT

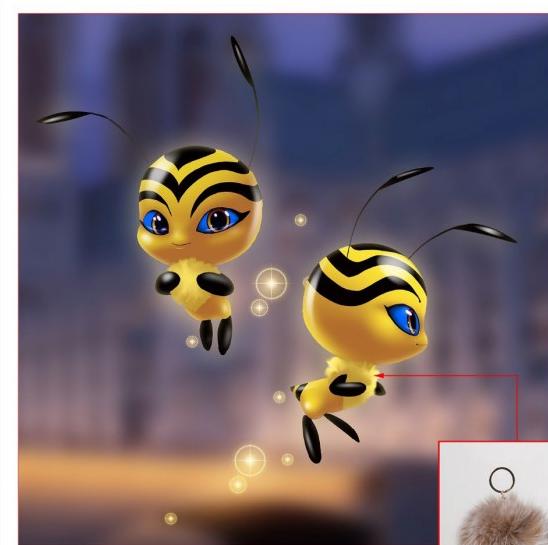


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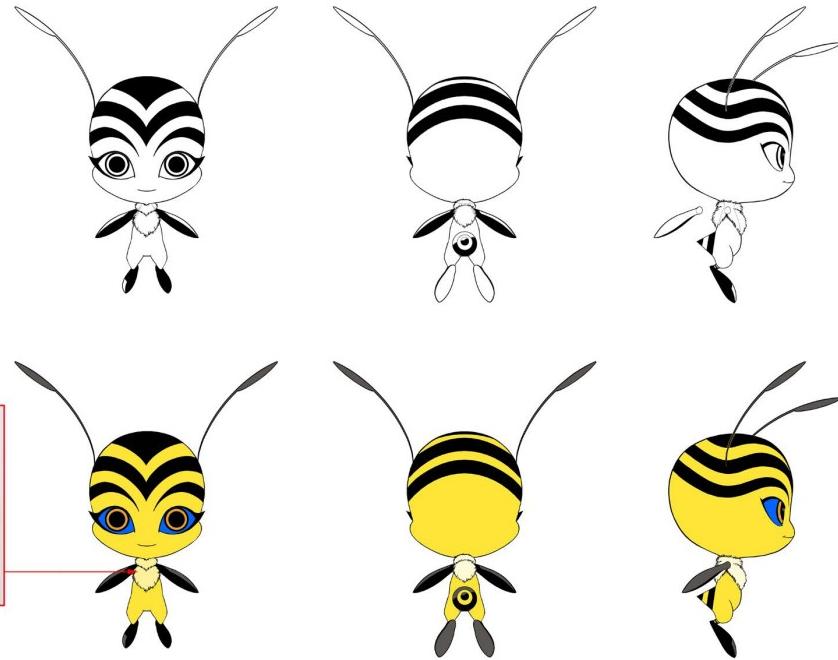


LB2\_200\_CH033\_MME\_AUDREY\_BOURGEOIS





Torso is a furball



## RELATION SIZE

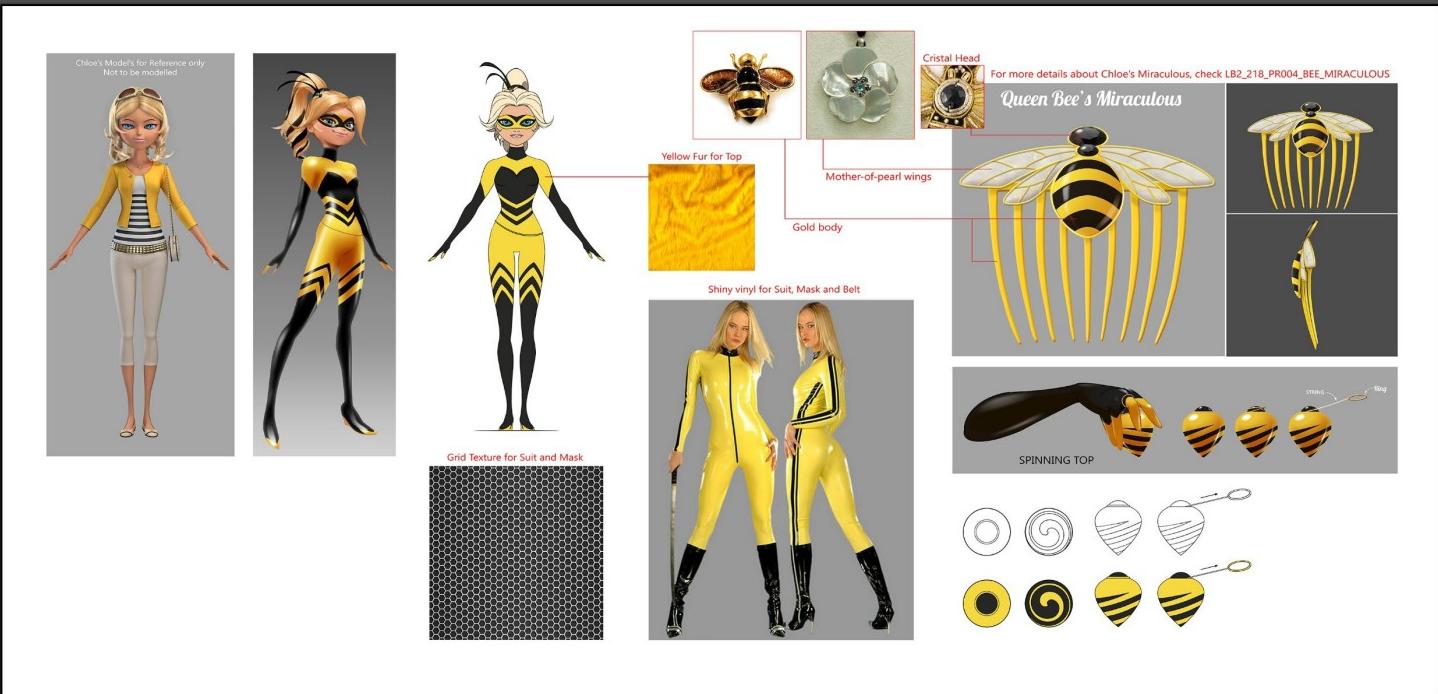


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH034\_POLLEN



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH035\_QUEEN\_BEE



## RELATION SIZE

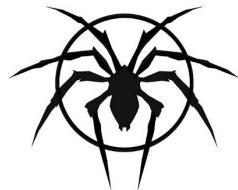
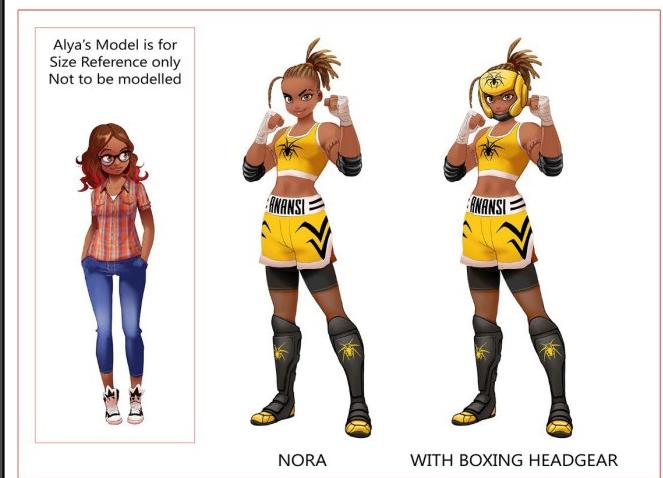


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH036\_MARC



SPIDER LOGO



## RELATION SIZE

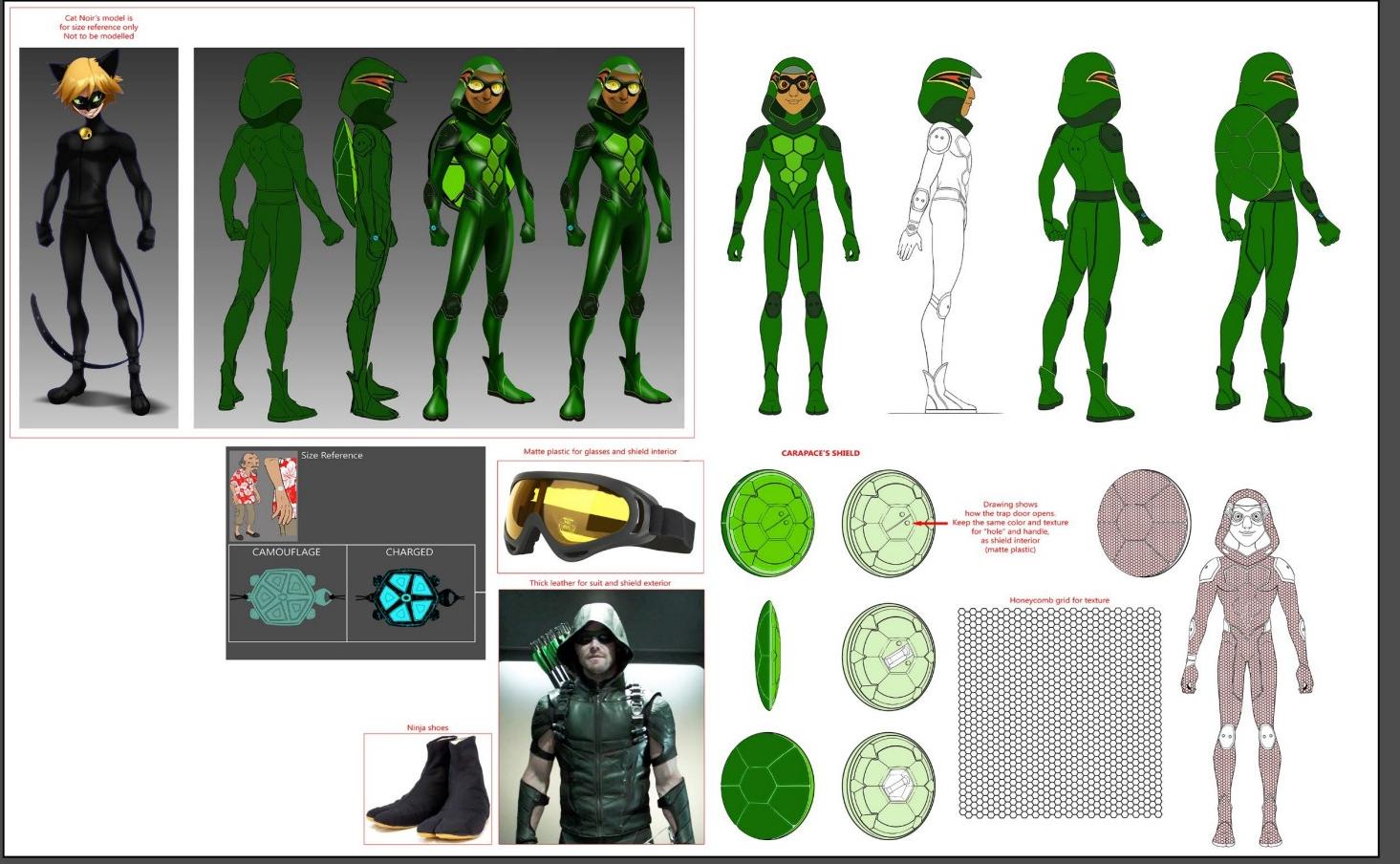


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

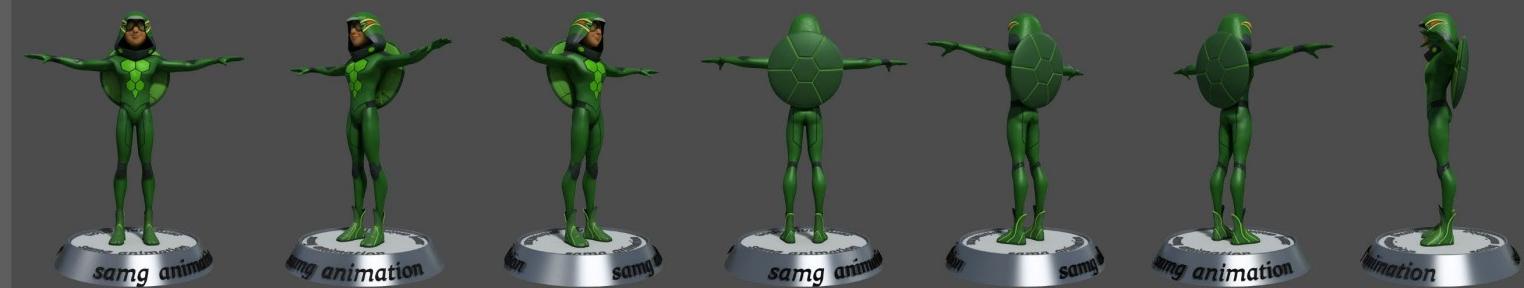
LB2\_200\_CH037\_NORA



## RELATION SIZE



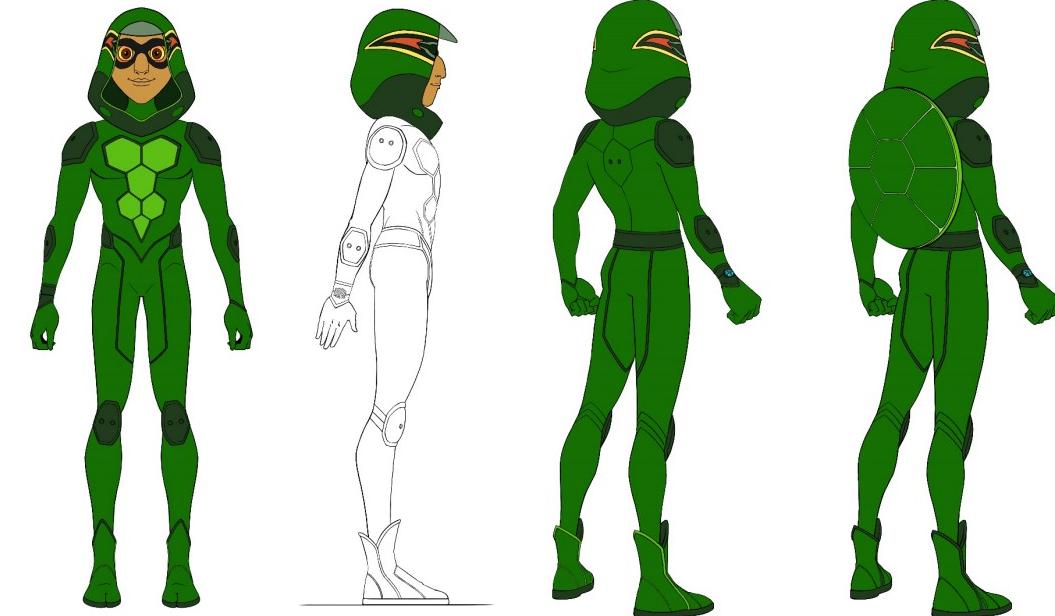
3D model



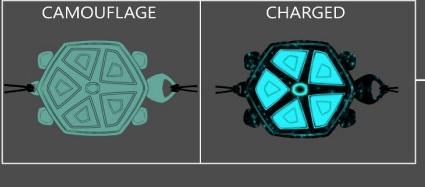
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH038\_CARAPACE

Cat Noir's model is  
for size reference only  
Not to be modelled



Size Reference



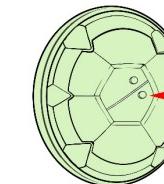
Matte plastic for glasses and shield interior



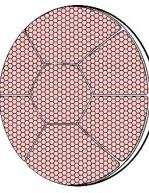
Thick leather for suit and shield exterior



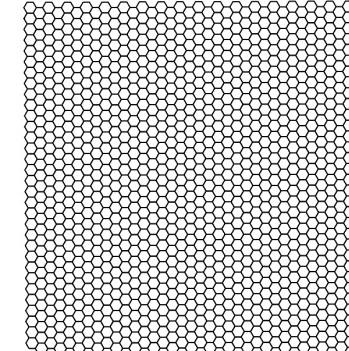
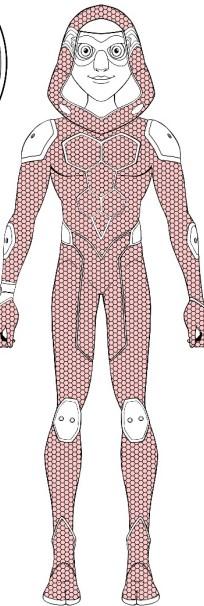
CARAPACE'S SHIELD



Drawing shows  
how the trap door opens.  
Keep the same color and texture  
for "hole" and handle,  
as shield interior  
(matte plastic)



Honeycomb grid for texture

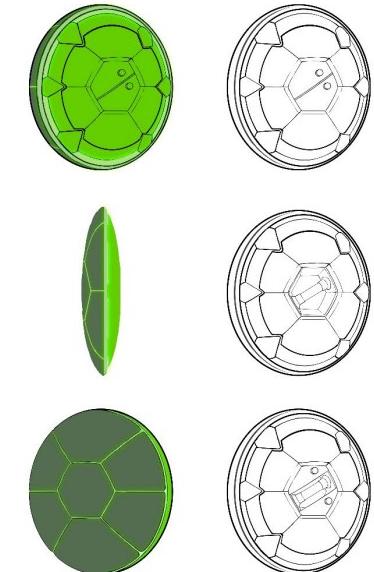
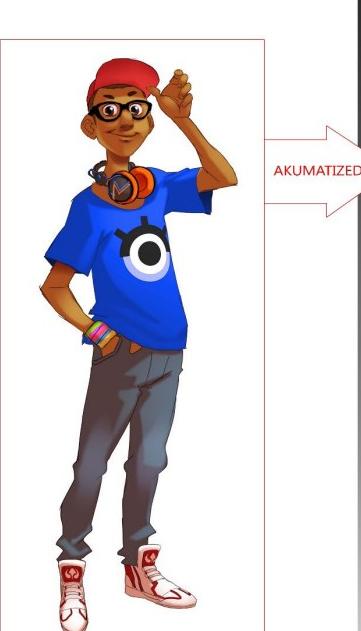
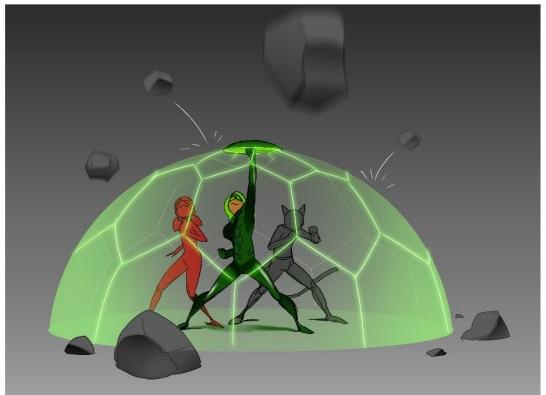


Ninja shoes

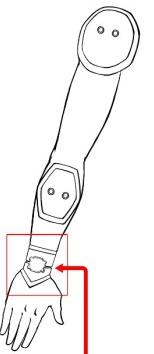
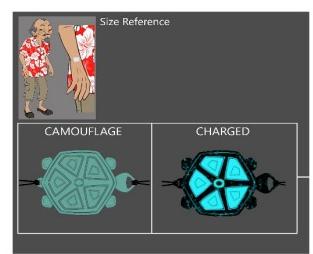
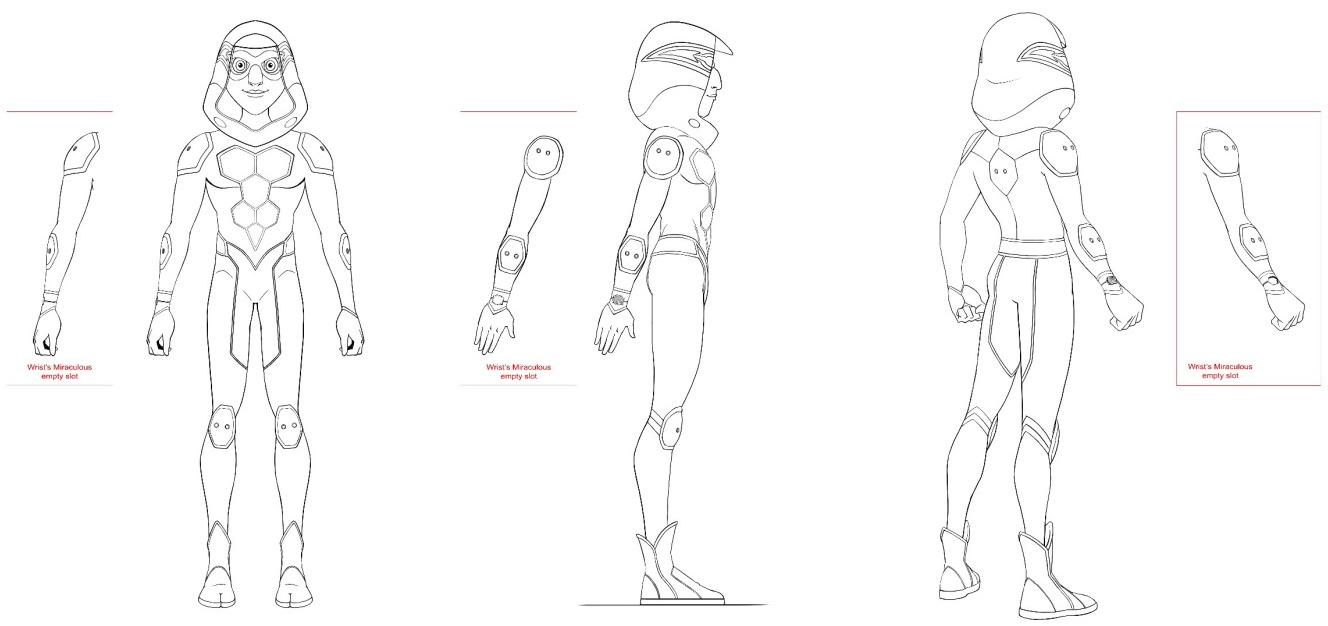


2017/08/25

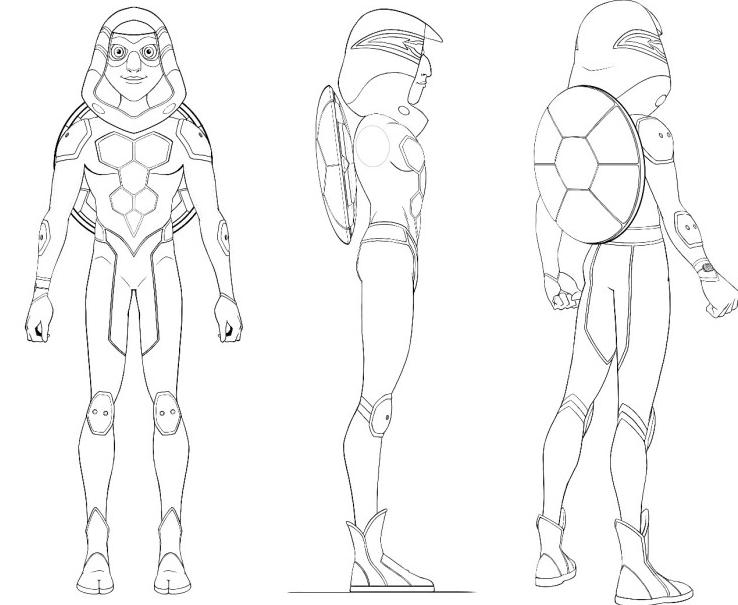
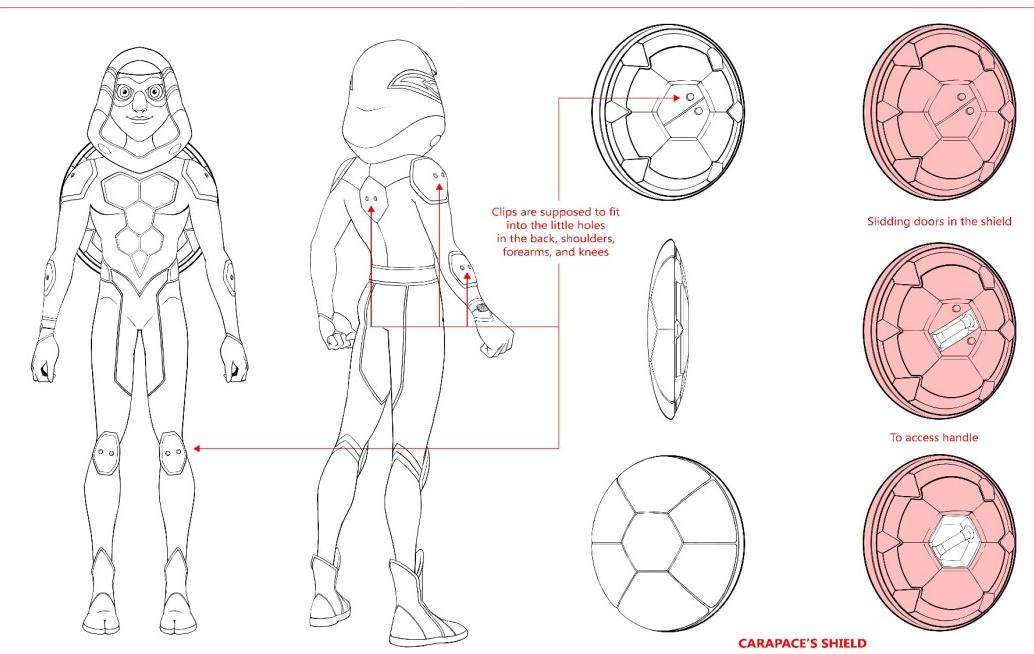
LB2\_200\_CH038\_CARAPACE\_COLOR & TEXTURE



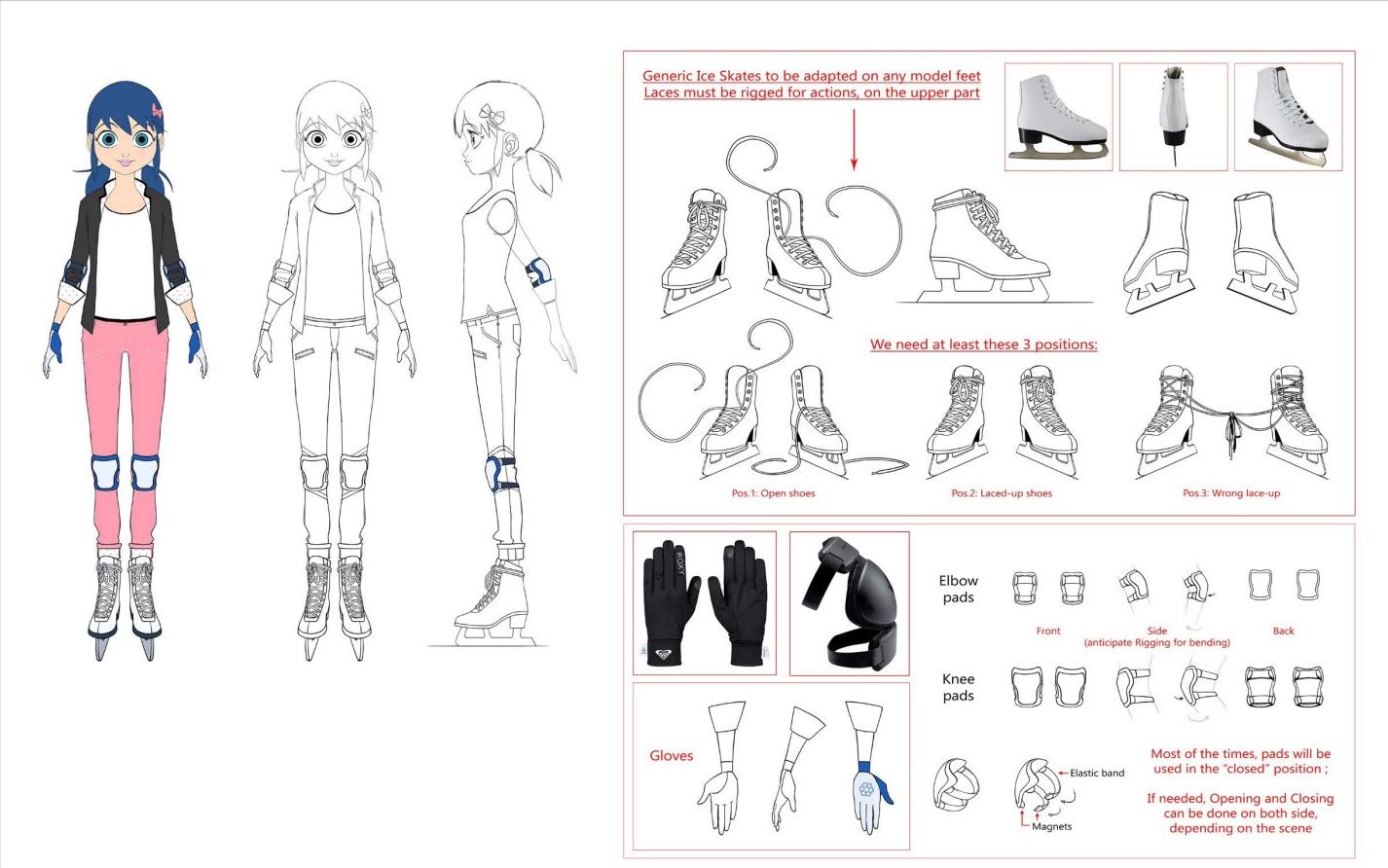
Cat Noir's model is  
for size reference only  
Not to be modelled



Carapace's Miraculous fits exactly in the dedicated place on the wrist



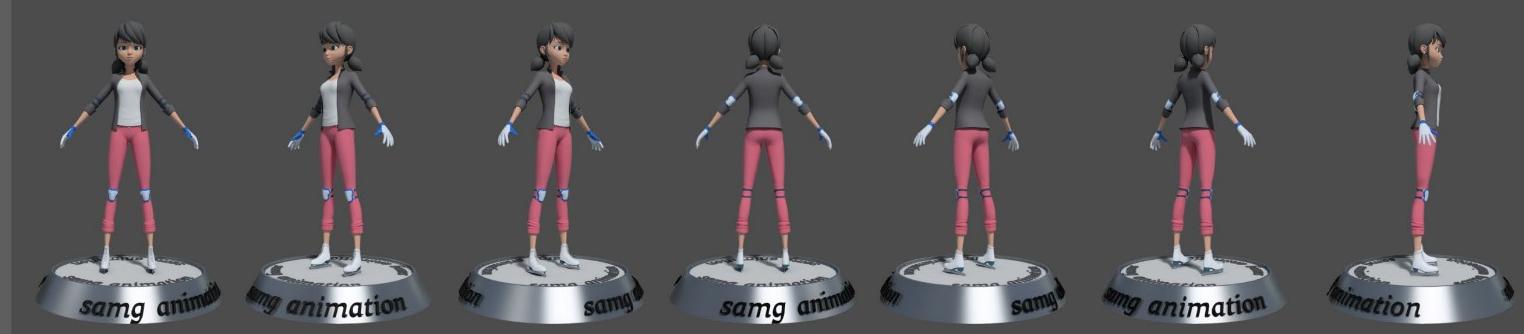
LB2\_200\_CH038\_CARAPACE\_TURN AROUND



## RELATION SIZE

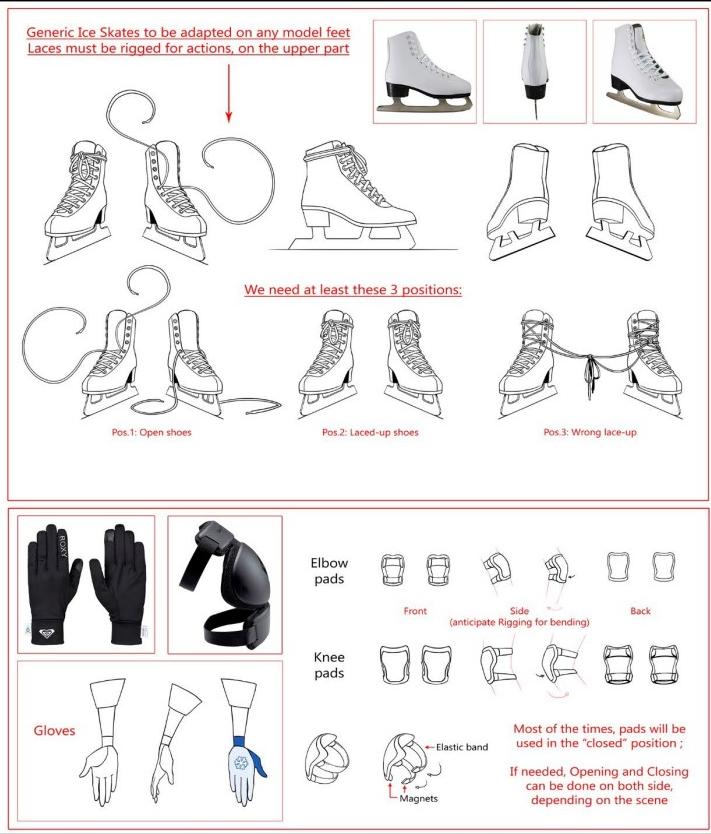
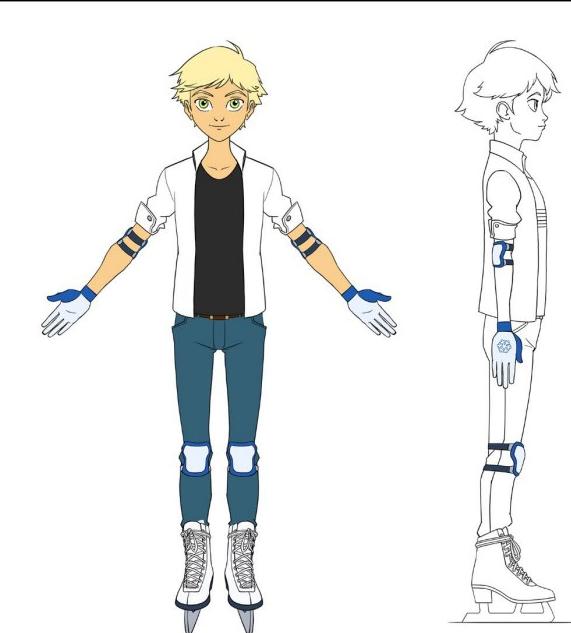


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH039\_MARINETTE\_ICE\_SKATER\_SUIT



## RELATION SIZE

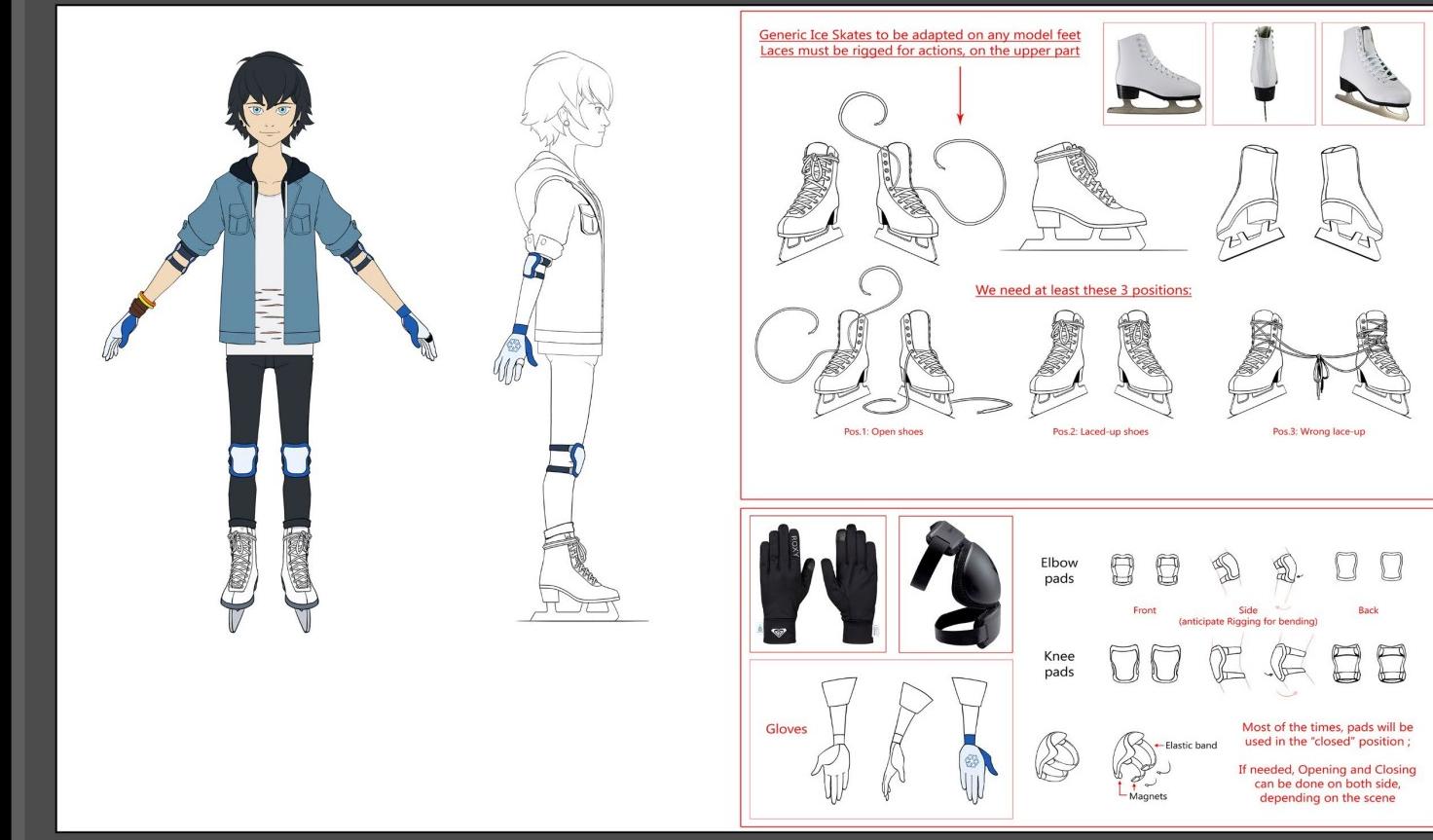


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH040\_ADRIEN\_ICE\_SKATER\_SUITE



## RELATION SIZE

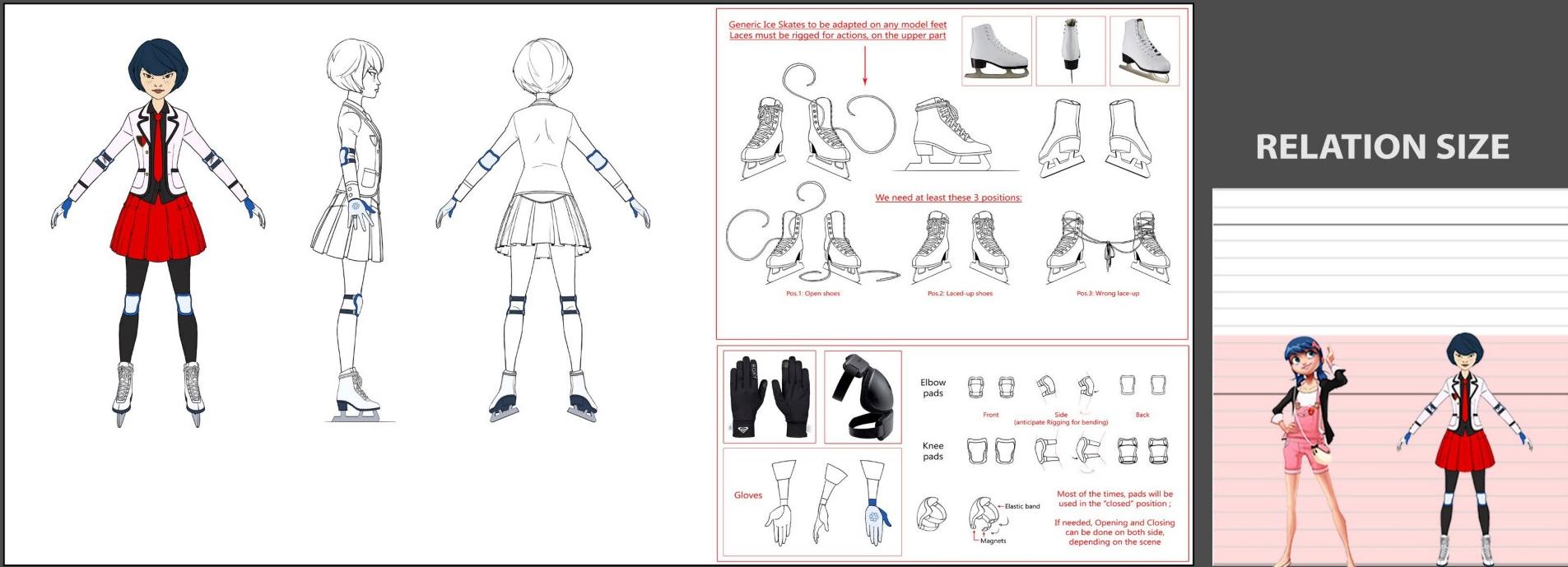


3D model

**Miraculous**  
*Tales of Ladybug & Cat Noir*

LB2\_200\_CH041\_LUKA\_ICE\_SKATER\_SUIT





## RELATION SIZE



3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

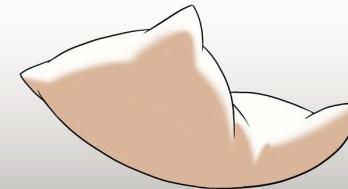
LB2\_200\_CH042\_KAGAMI\_ICE\_SKATER\_SUITE



For Size Reference only



Fleece pyjama, Cotton socks and pillow



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH043\_KID\_PYJAMA

2017/08/21

LB2\_200\_CH043\_THE\_KID\_COLOR & TEXTURE



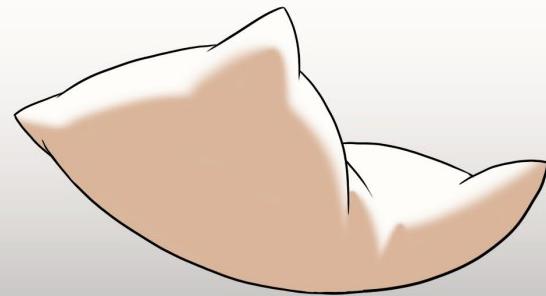
For Size Reference only



Don't use the previous logo  
Use this logo (Dark Owl logo)



Fleece pyjama, Cotton socks and pillow





THE KID



Extreme Anger



Extreme Happy



Impassive



Surprise

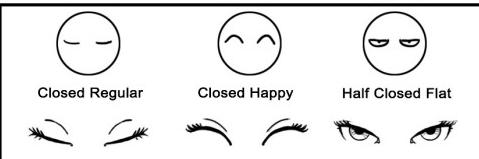


Sad

We need shrinking pupils



We need 3 ways of closing eyes



2017/09/04  
LB2\_200\_CH043\_THE\_KID  
\_EXPRESSIONS

2017/08/21

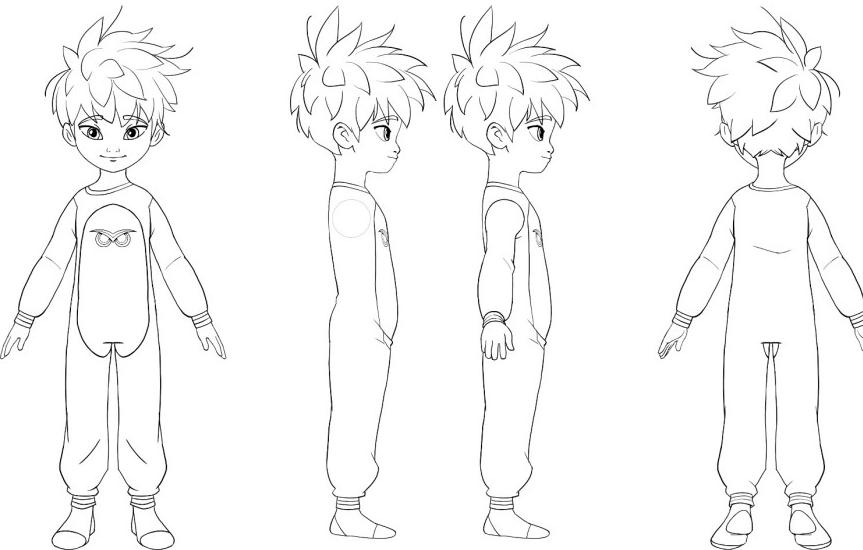
LB2\_200\_CH043\_THE\_KID\_TURN\_AROUND

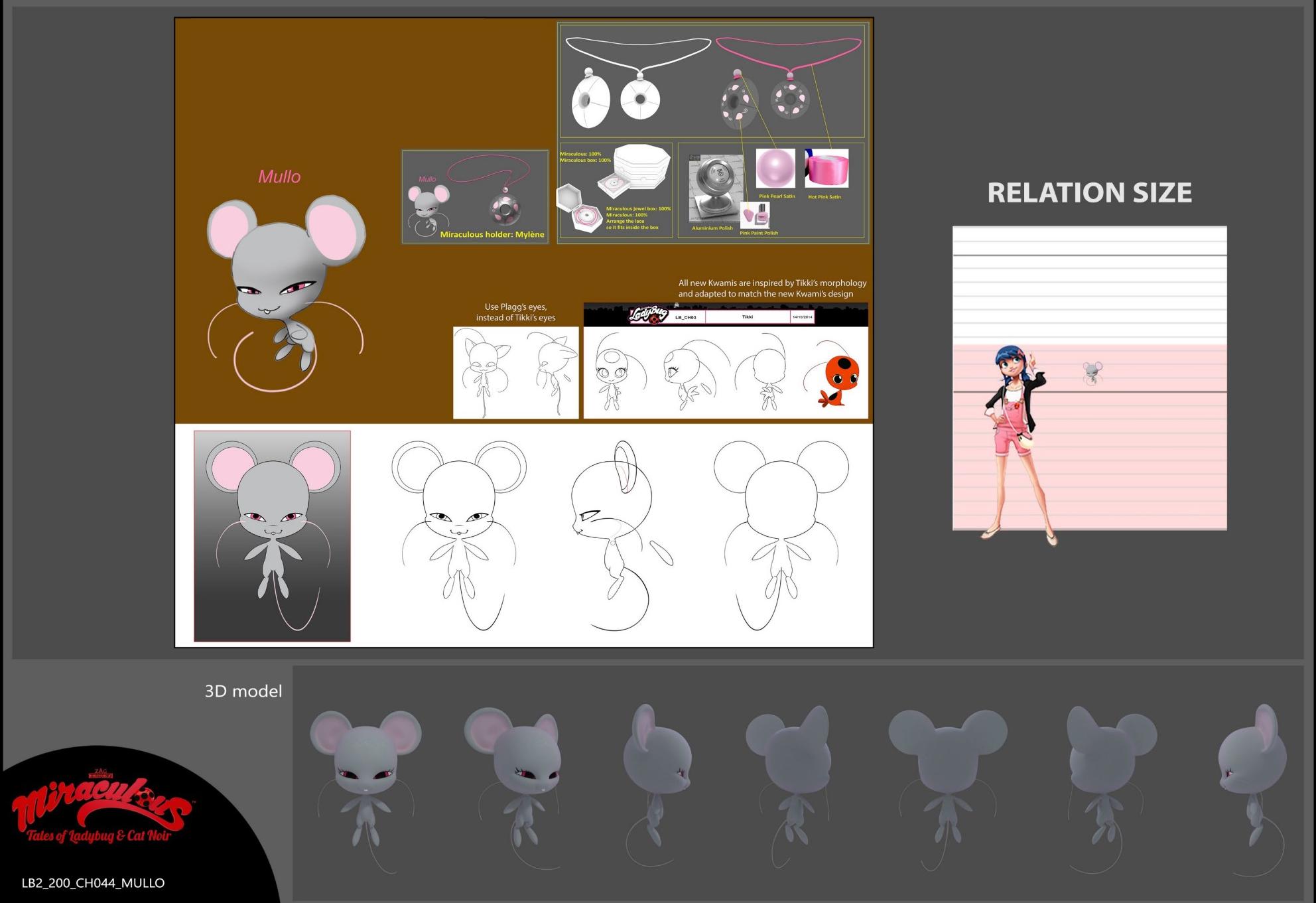


For Size Reference only



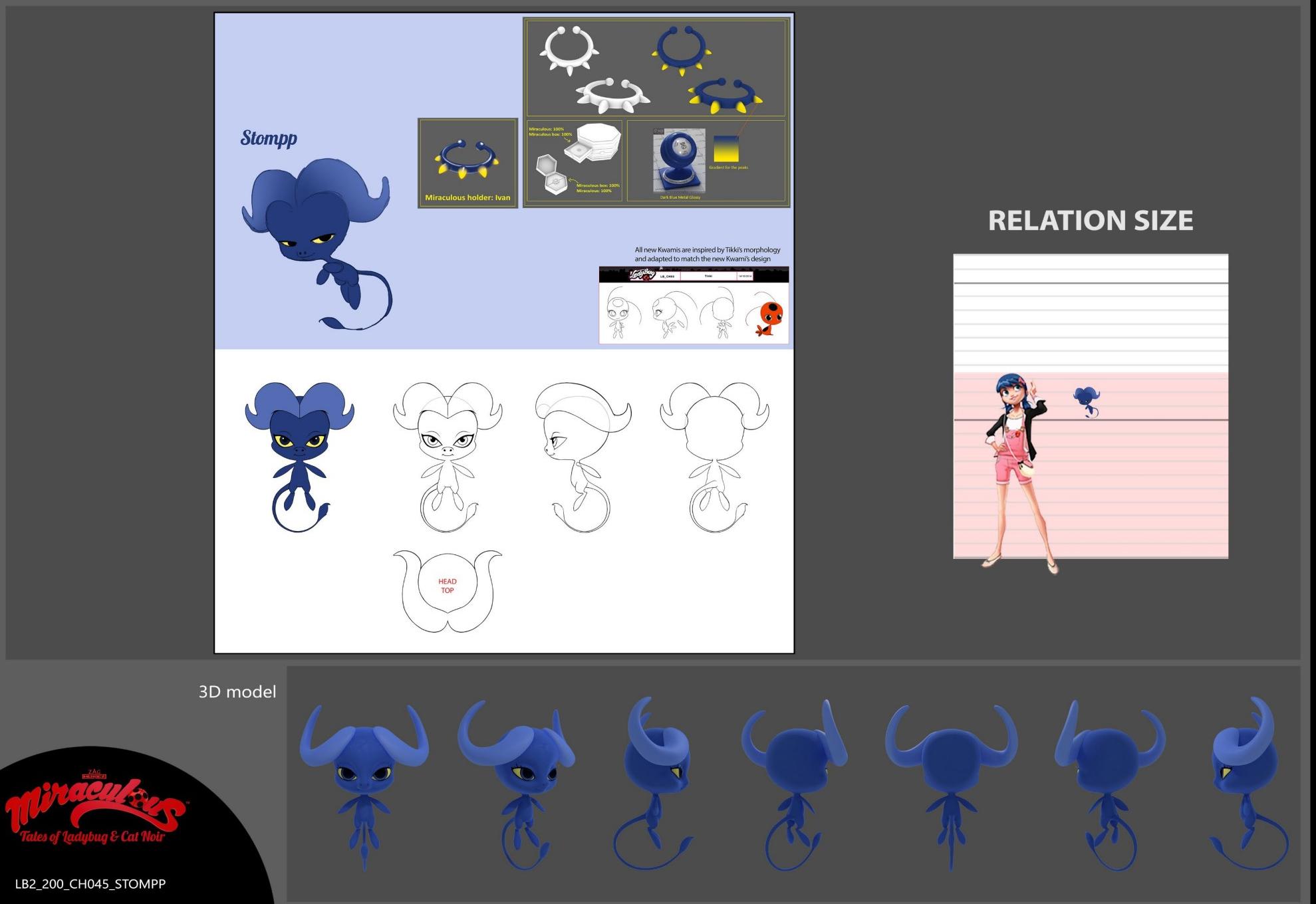
Rig pillow for deformation, when the Kid uses it or rides it

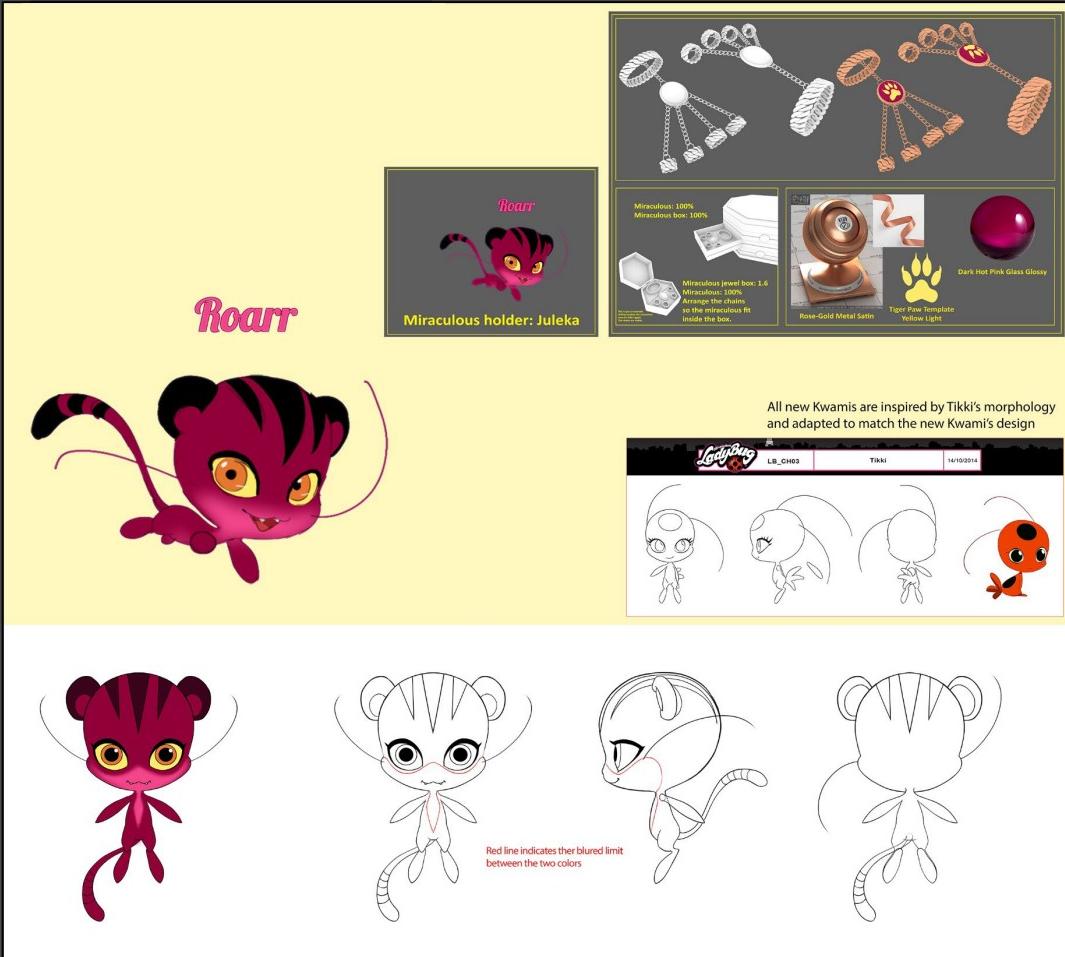




## RELATION SIZE



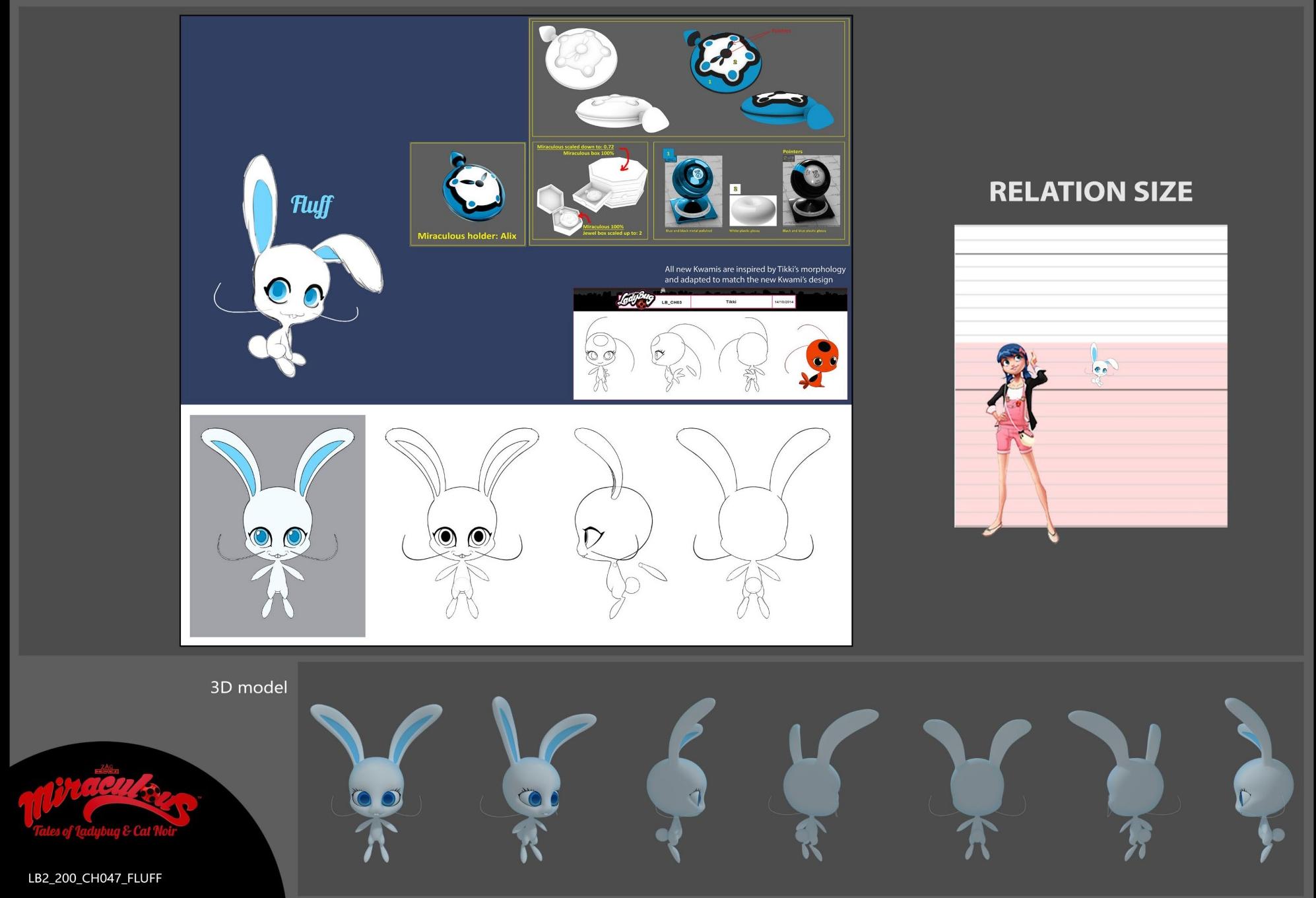


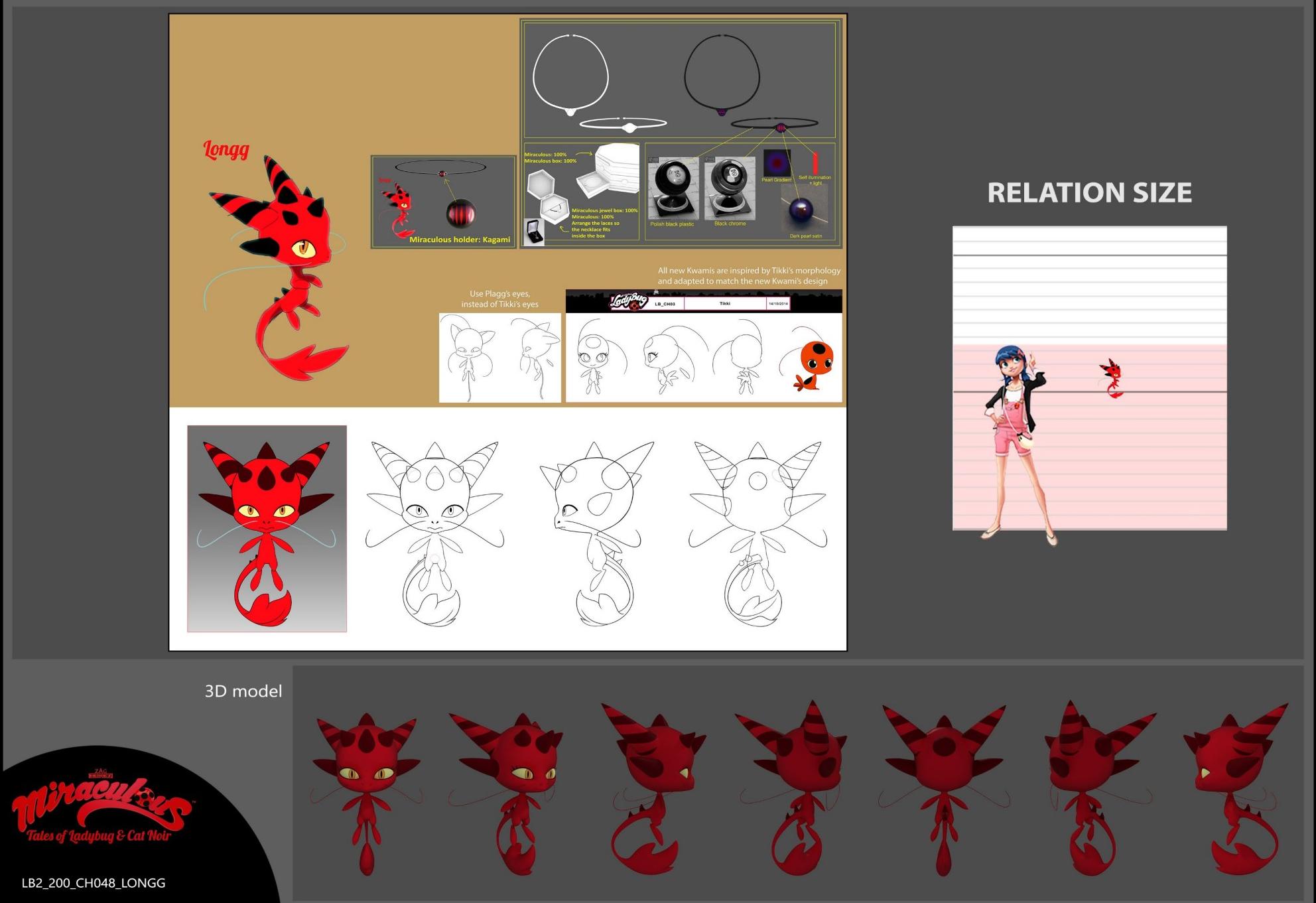


LB2\_200\_CH046\_ROARR

## RELATION SIZE

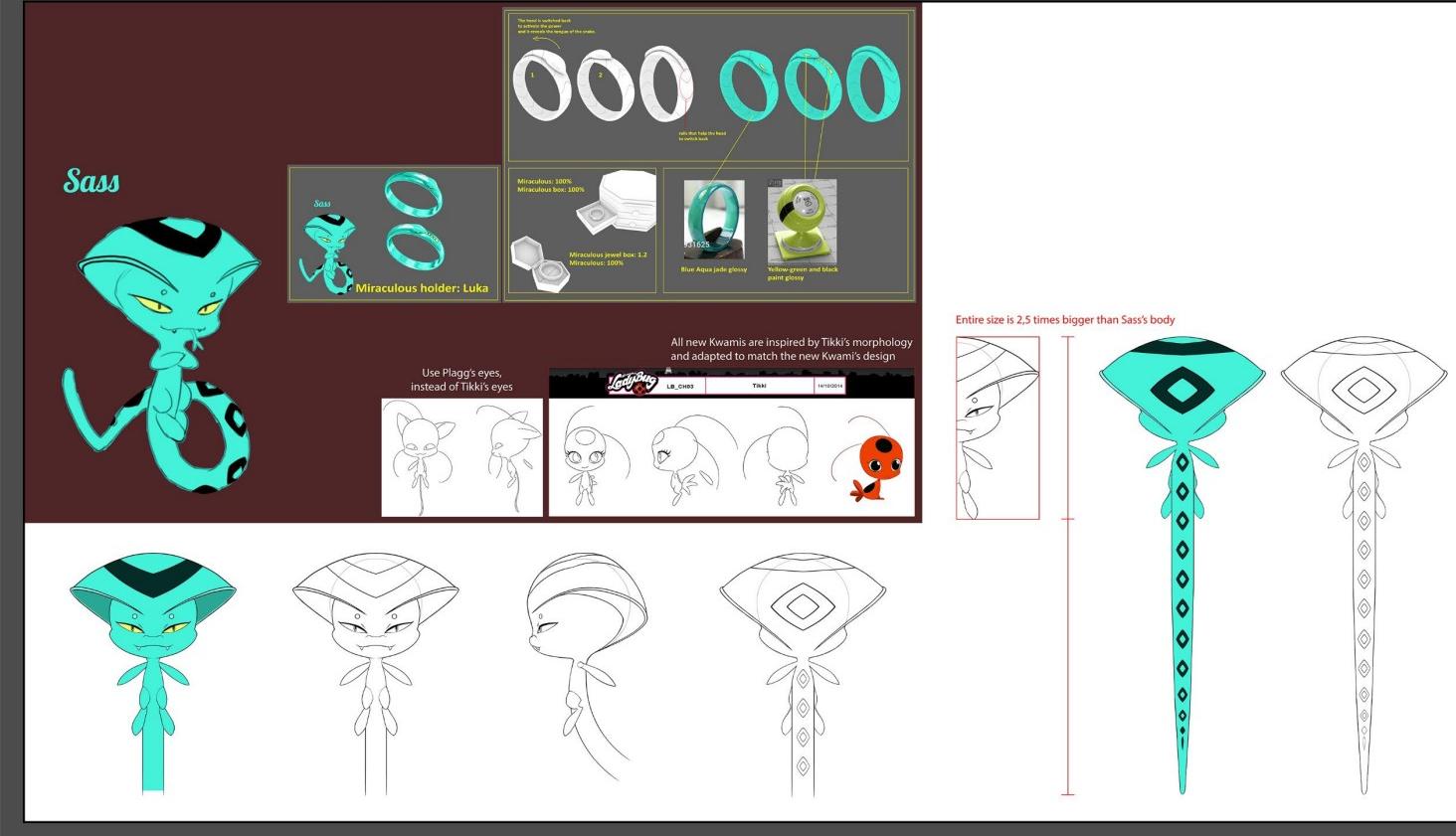




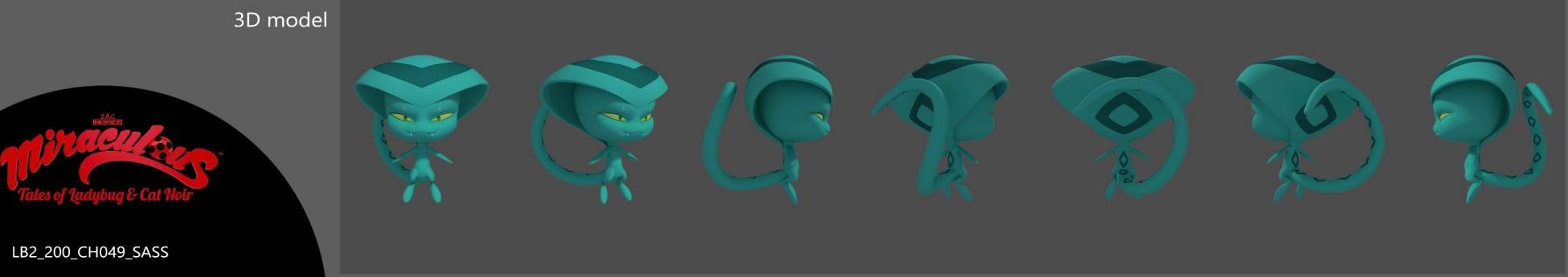


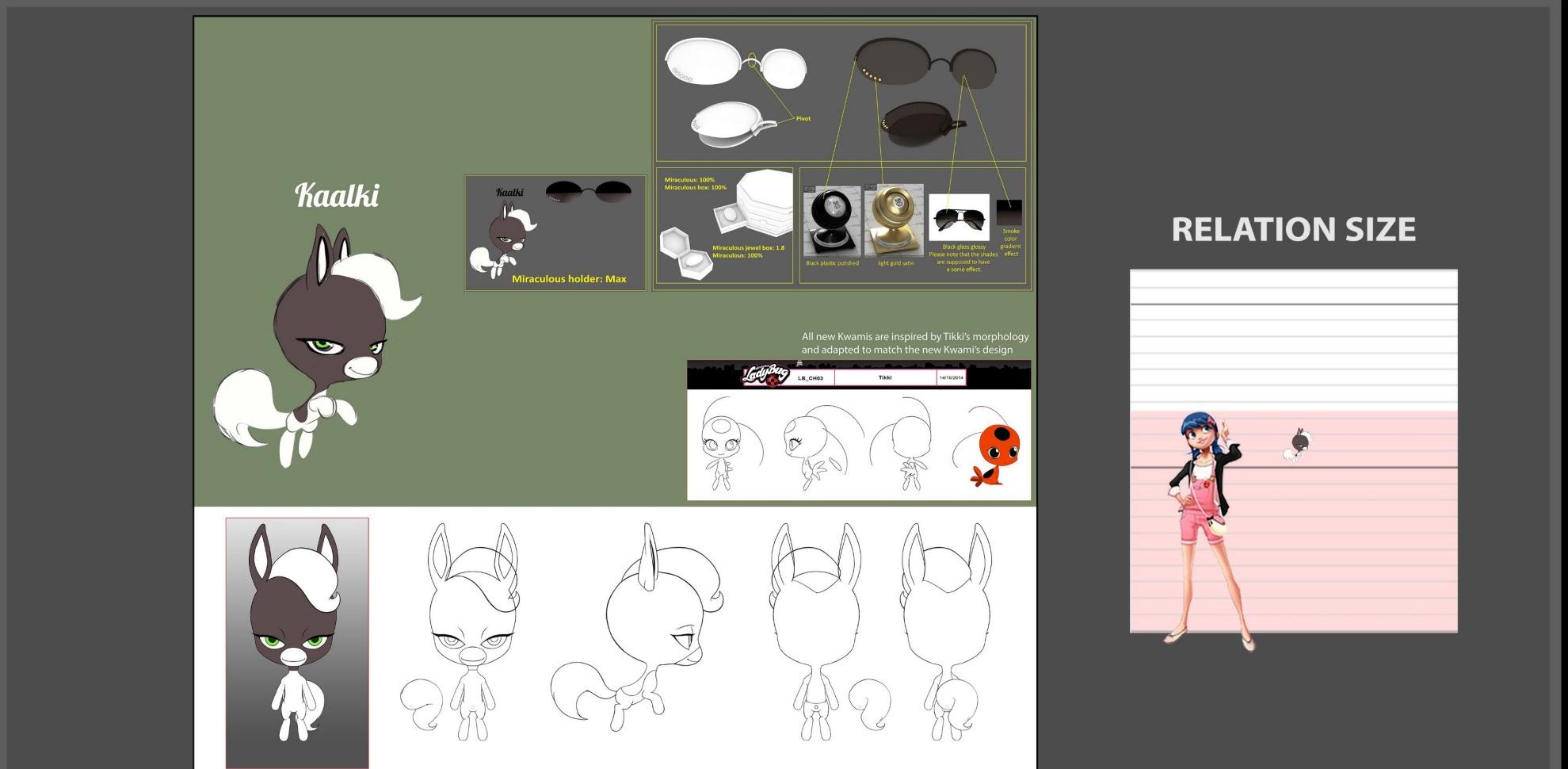
## RELATION SIZE



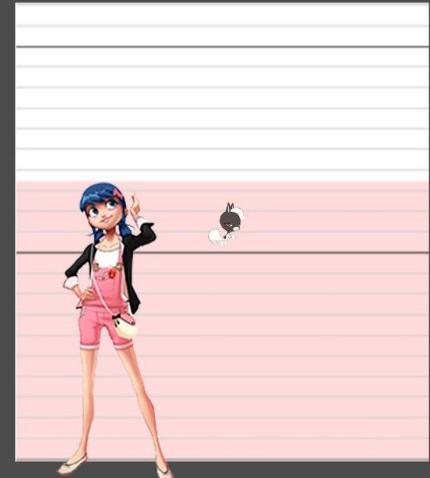


## RELATION SIZE





## RELATION SIZE



3D model

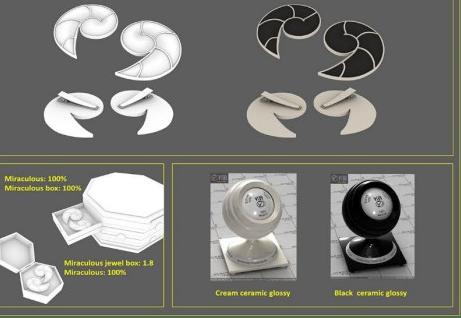


LB2\_200\_CH050\_KAALKI

**Ziggi**





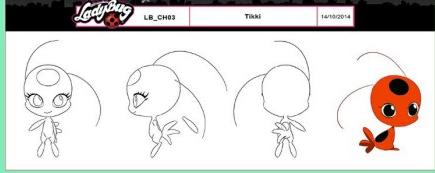


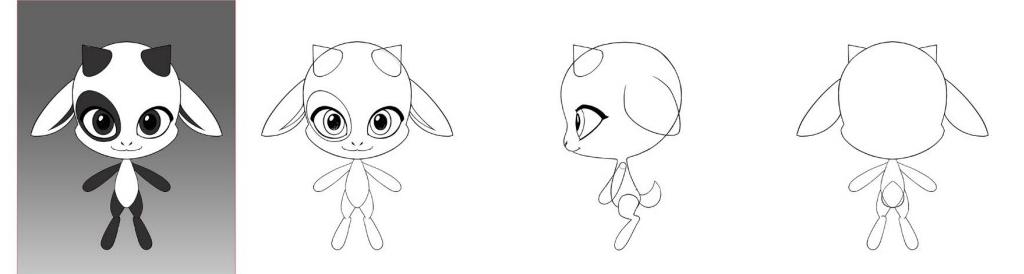
Miraculous: 100%  
Miraculous box: 100%

Miraculous jewel box: 1.8  
Miraculous: 100%

Cream ceramic glossy      Black: ceramic glossy

All new Kwamis are inspired by Tikki's morphology and adapted to match the new Kwami's design





**RELATION SIZE**

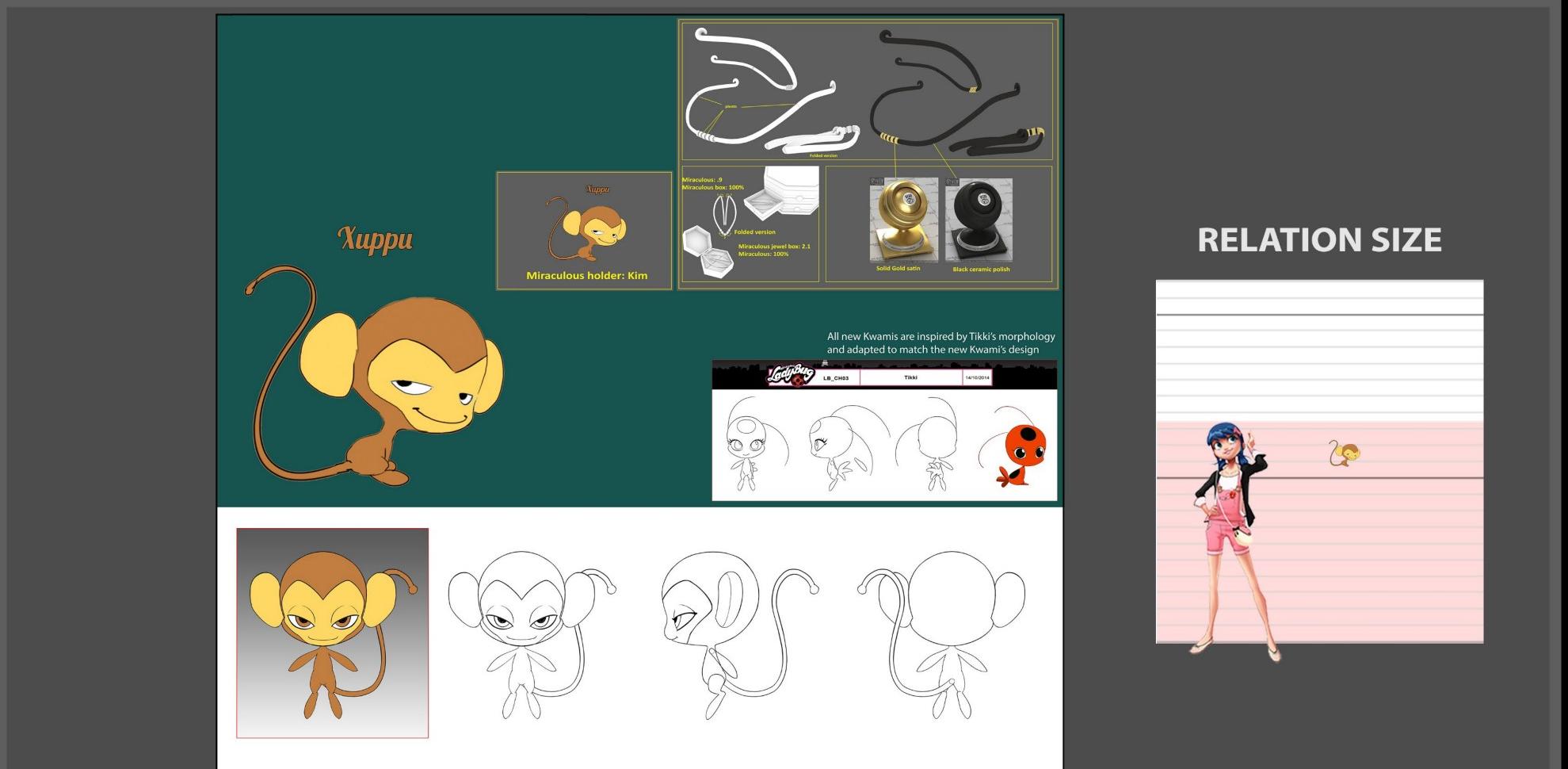


**3D model**





LB2\_200\_CH051\_ZIGGI



## RELATION SIZE



**Orikko**



**Miraculous holder: Marc**




Miraculous: 0.8  
Miraculous box: 100%

Miraculous box: 1.6  
Miraculous: 100%

Sann gold and orange

All new Kwamis are inspired by Tikki's morphology and adapted to match the new Kwami's design

Open mouth is like a beak

Red line indicates the limit of Hair blur

Red line indicates the limit of Hair blur

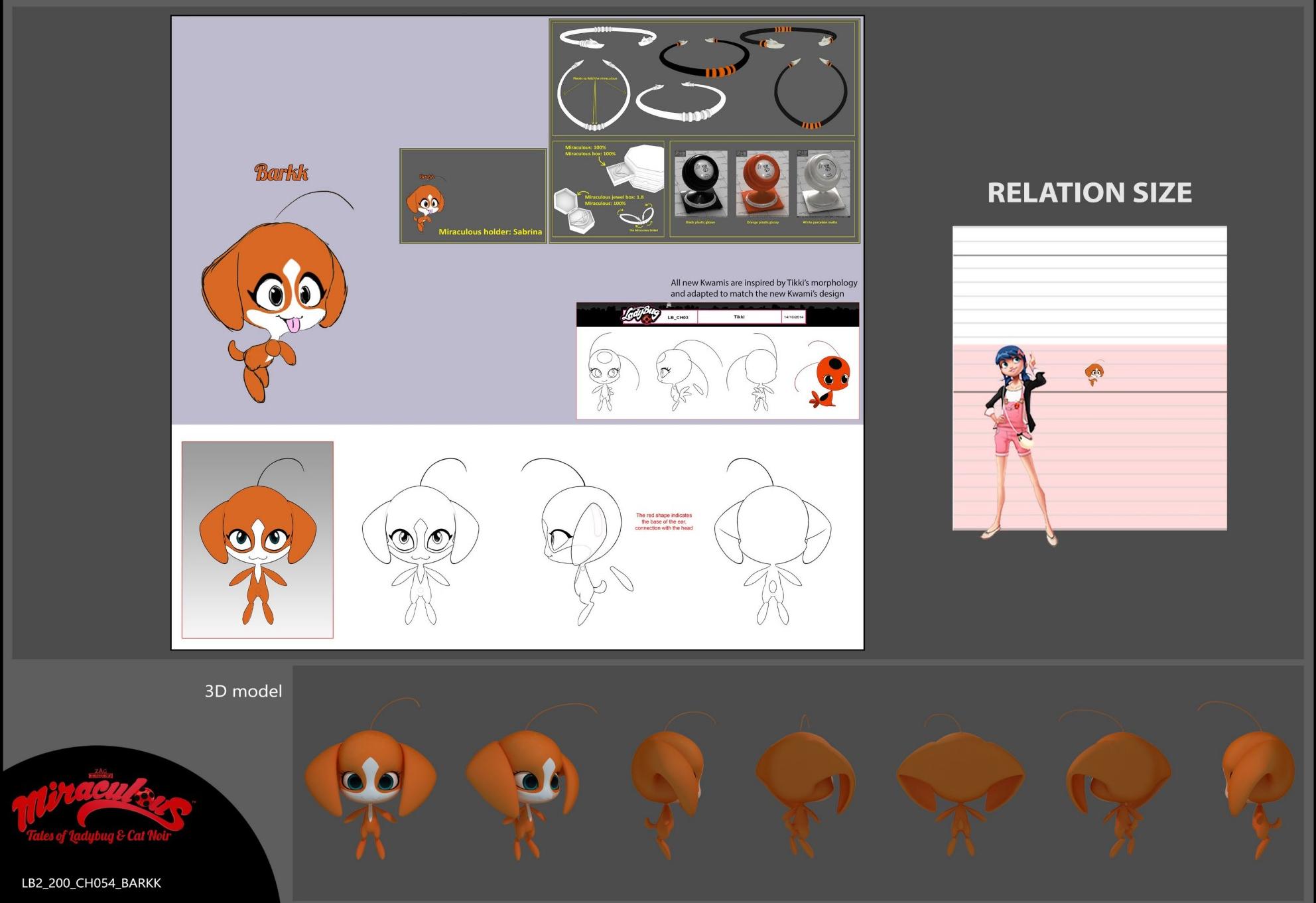
**3D model**

LB2\_200\_CH053\_ORIKKO

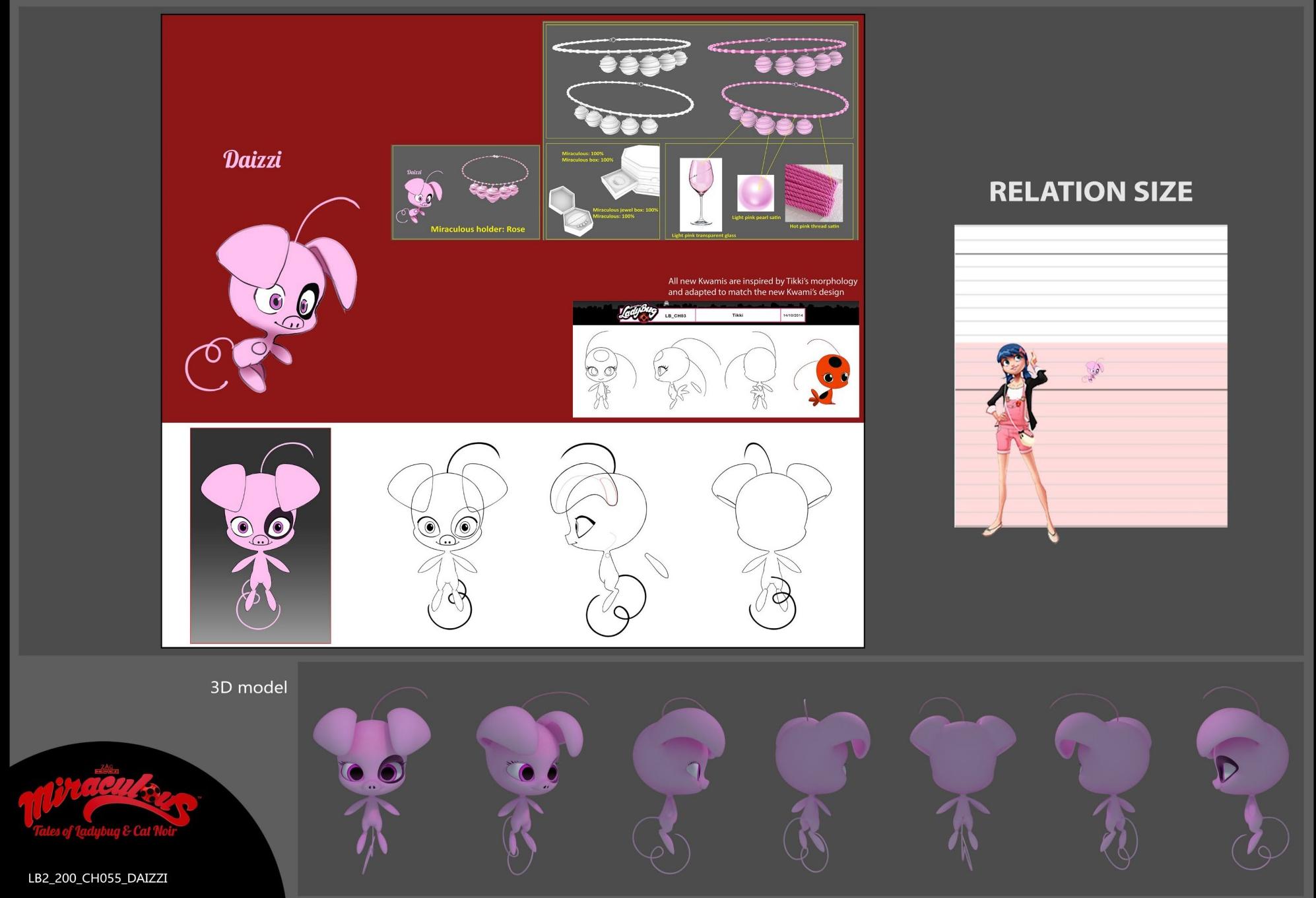


## RELATION SIZE



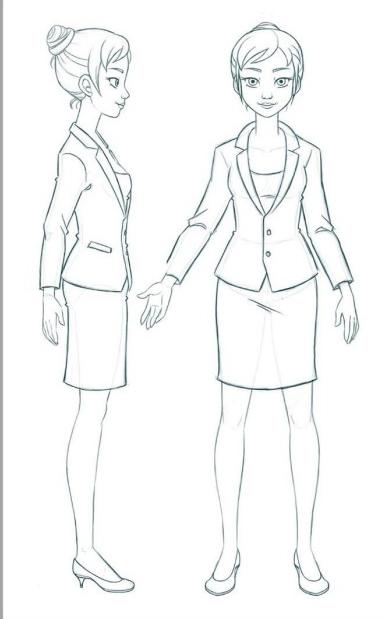


## RELATION SIZE



## RELATION SIZE





## RELATION SIZE



3D model



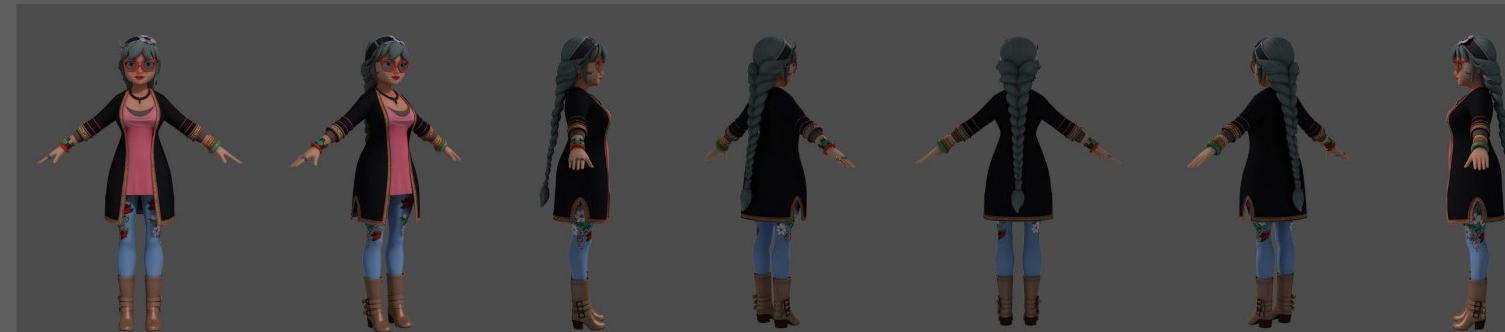
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH056\_BRIDE

## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH058\_ANARKA



ANARKA



Extreme Anger



Extreme Happy



Impassive



Surprise



Sad

We need 3 ways of closing eyes



Closed Regular



Closed Happy



Half Closed Flat

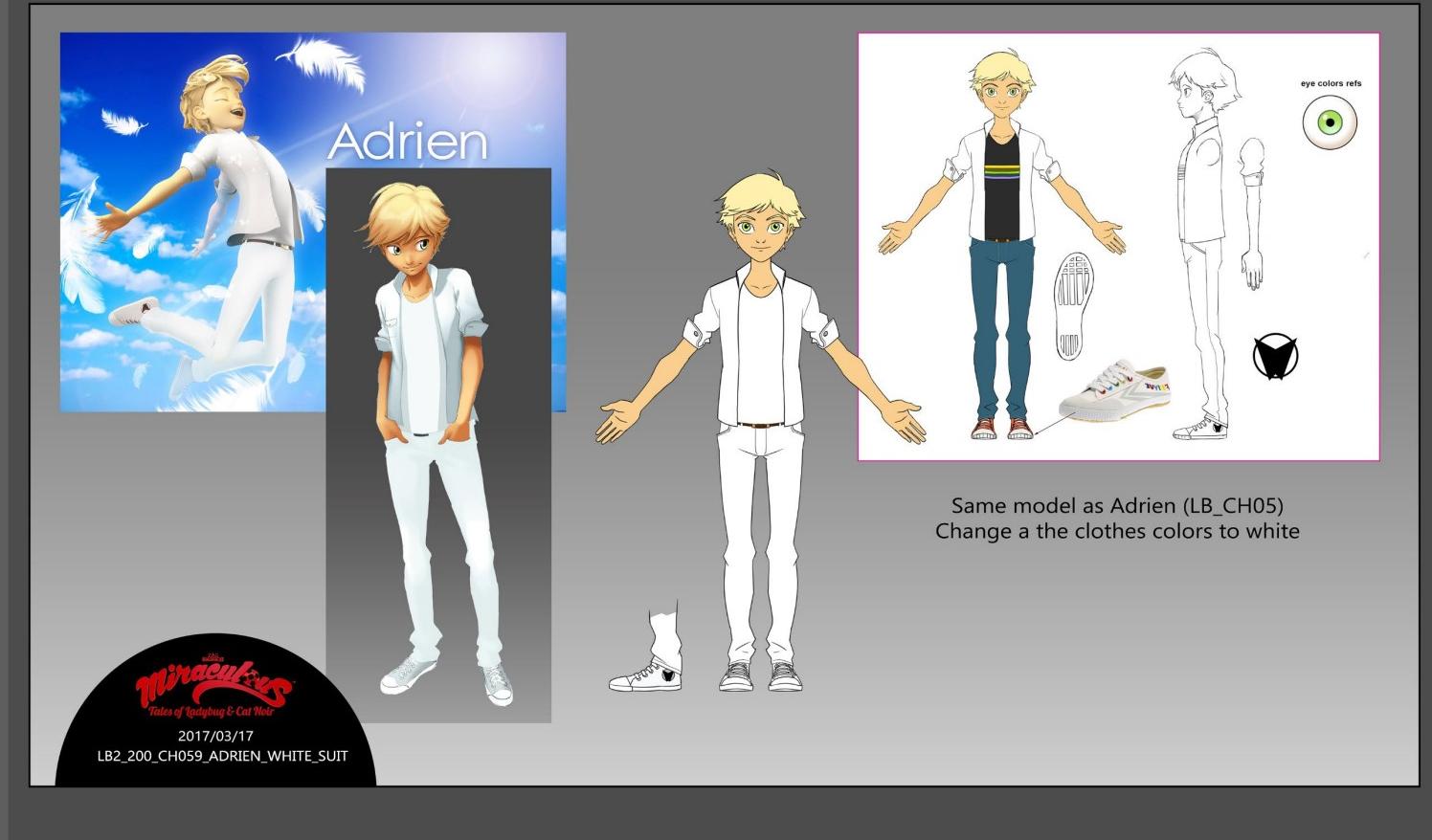


We need shrinking pupils



2017/07/25  
LB2\_CH058\_ANARKA\_  
EXPRESSIONS





## RELATION SIZE



3D model





## RELATION SIZE

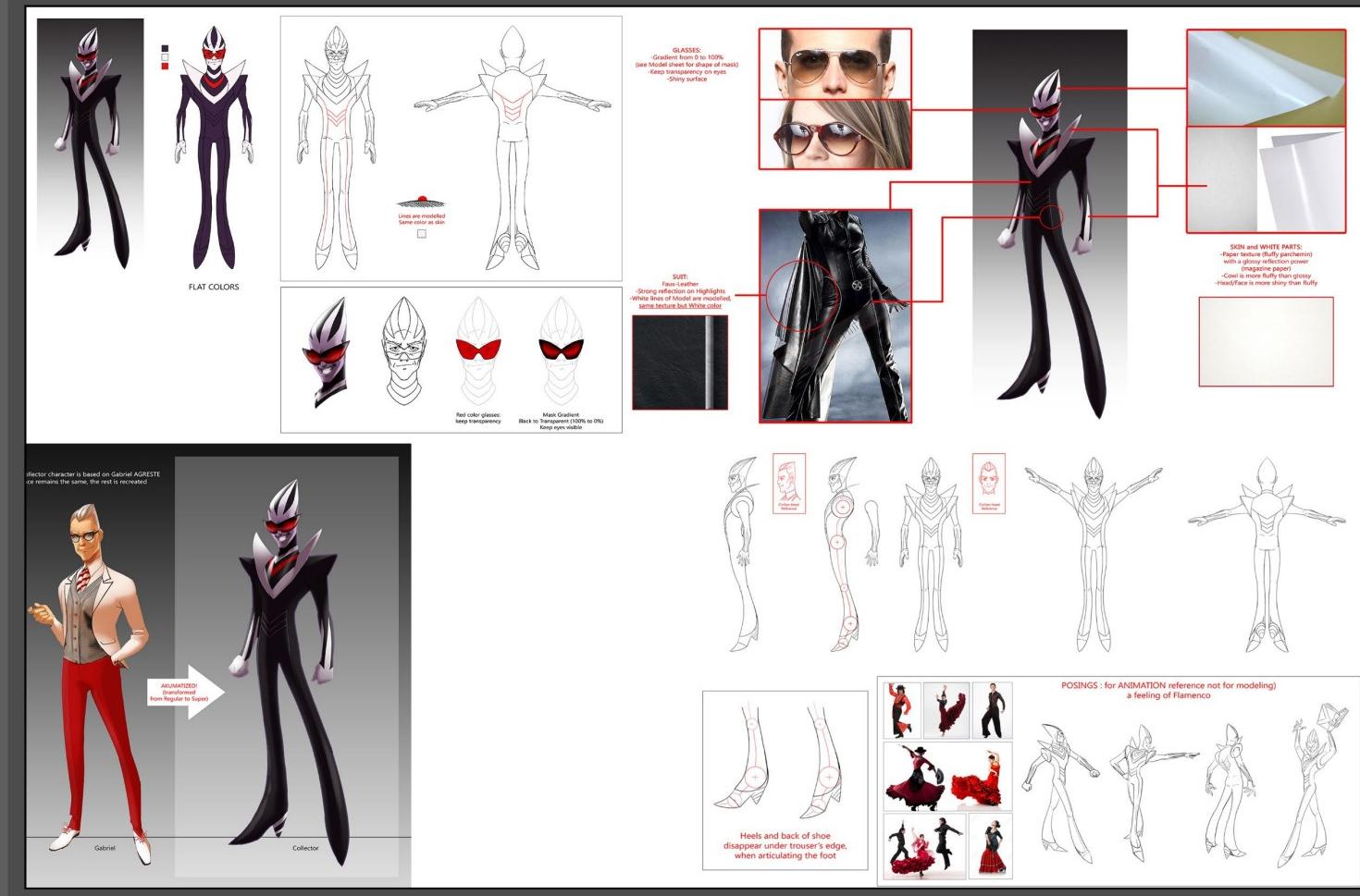


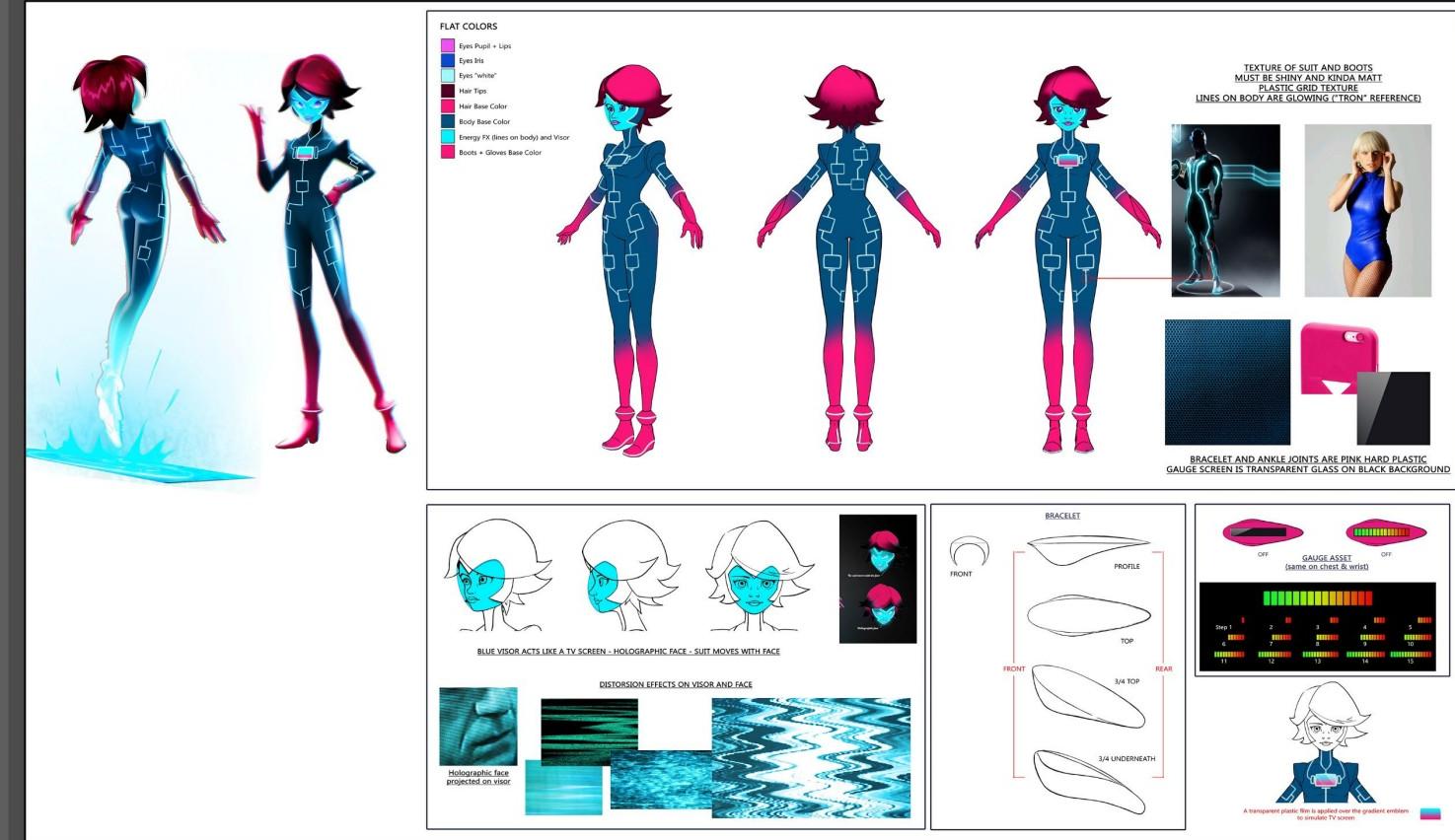
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_200\_CH060\_MARINETTE\_APRON

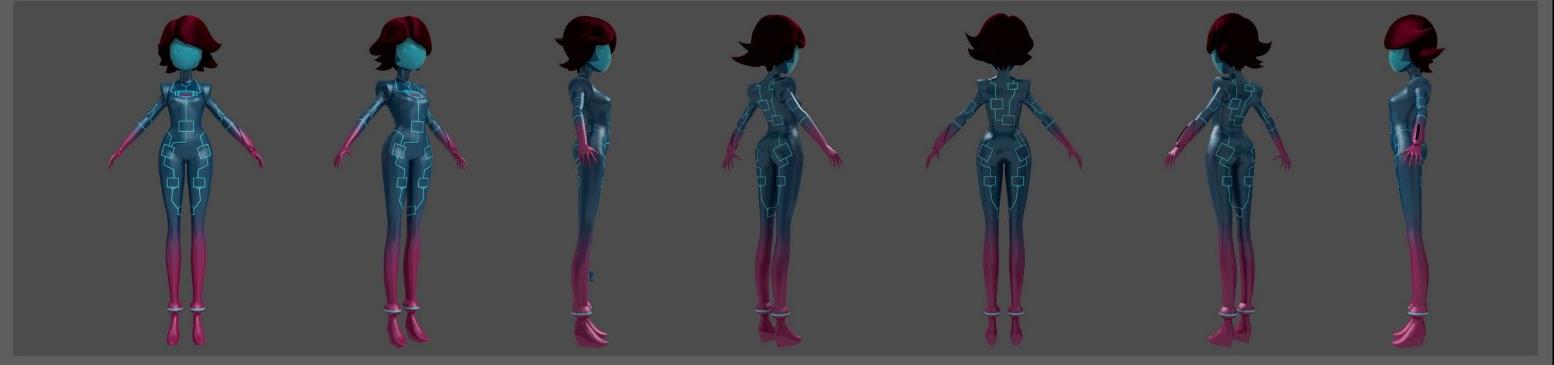




## RELATION SIZE

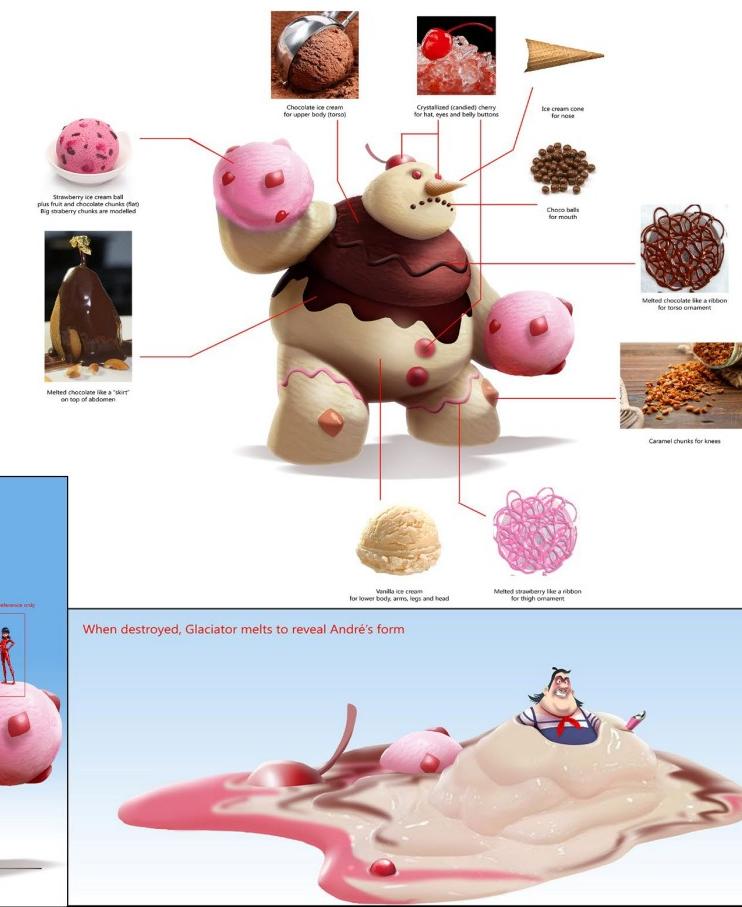
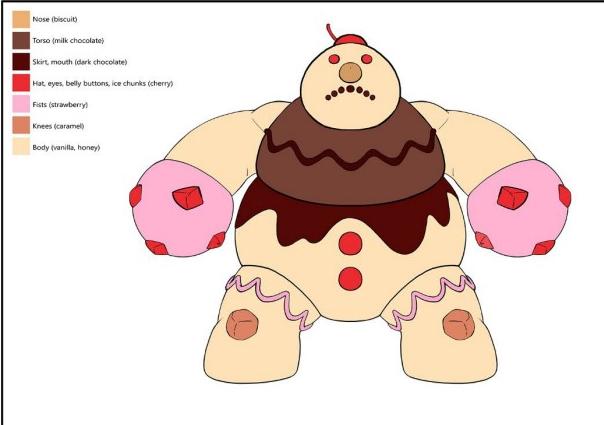


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_202\_CH001\_AUDIMATRIX



## RELATION SIZE

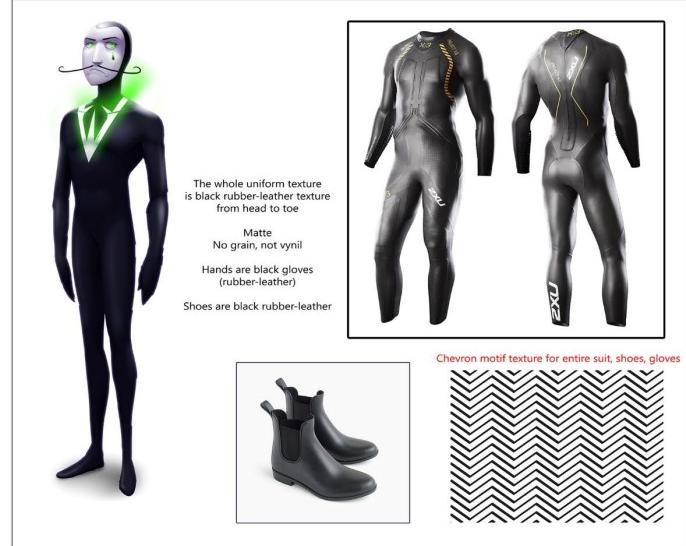


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_203\_CH001\_GLACIATOR



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

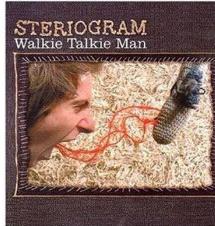
LB2\_204\_CH001\_DESPAIRBUTLER



Inside Head - Volume indication



Texture from Head to toe, is Knitted Wool  
Details on strings are important  
Because in the story, our heroes unravel  
the Bear to destroy him,  
the set-up must anticipate  
this operation.



Check Steriogram's music video "Walkie Talkie Man"  
for the excellent texture work on wool, and unravelling the puppet

## RELATION SIZE



3D model

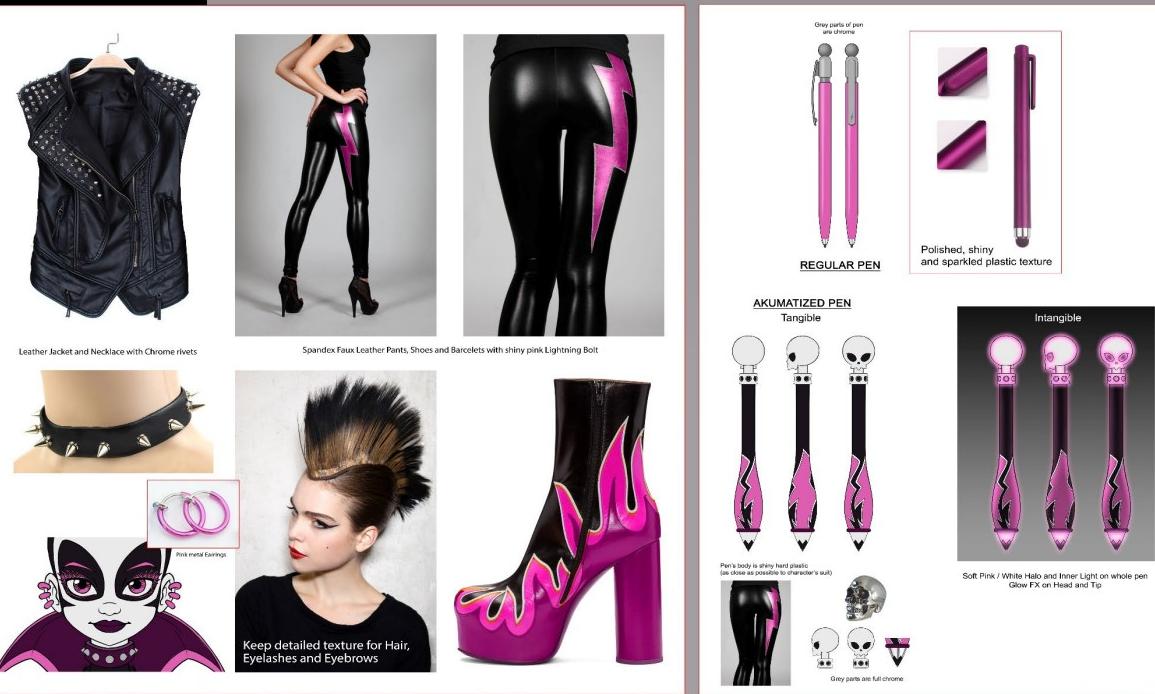


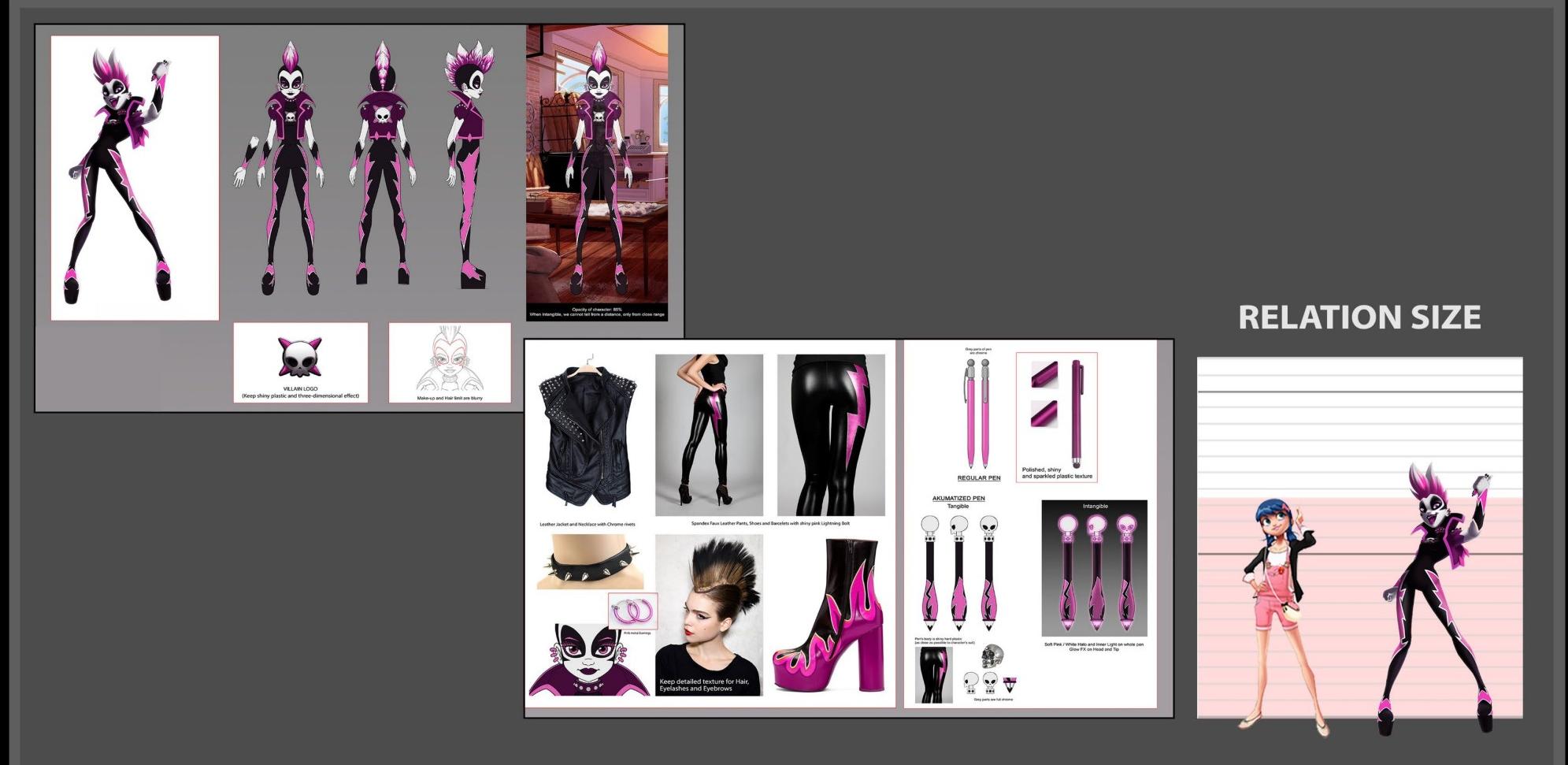
LB2\_204\_CH002\_DESPAIRBEAR





**Miraculous**  
Tales of Ladybug & Cat Noir  
2016/07/07  
LB2\_205\_CH001\_TROUBLE MAKER  
COLOR & TEXTURE







## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_205\_CH002\_JAGGED\_STONE\_COOKING\_SUITE



## RELATION SIZE



3D model



LB2\_205\_CH003\_JAGGED\_STONE\_COOKING\_SUIT\_FLOUR





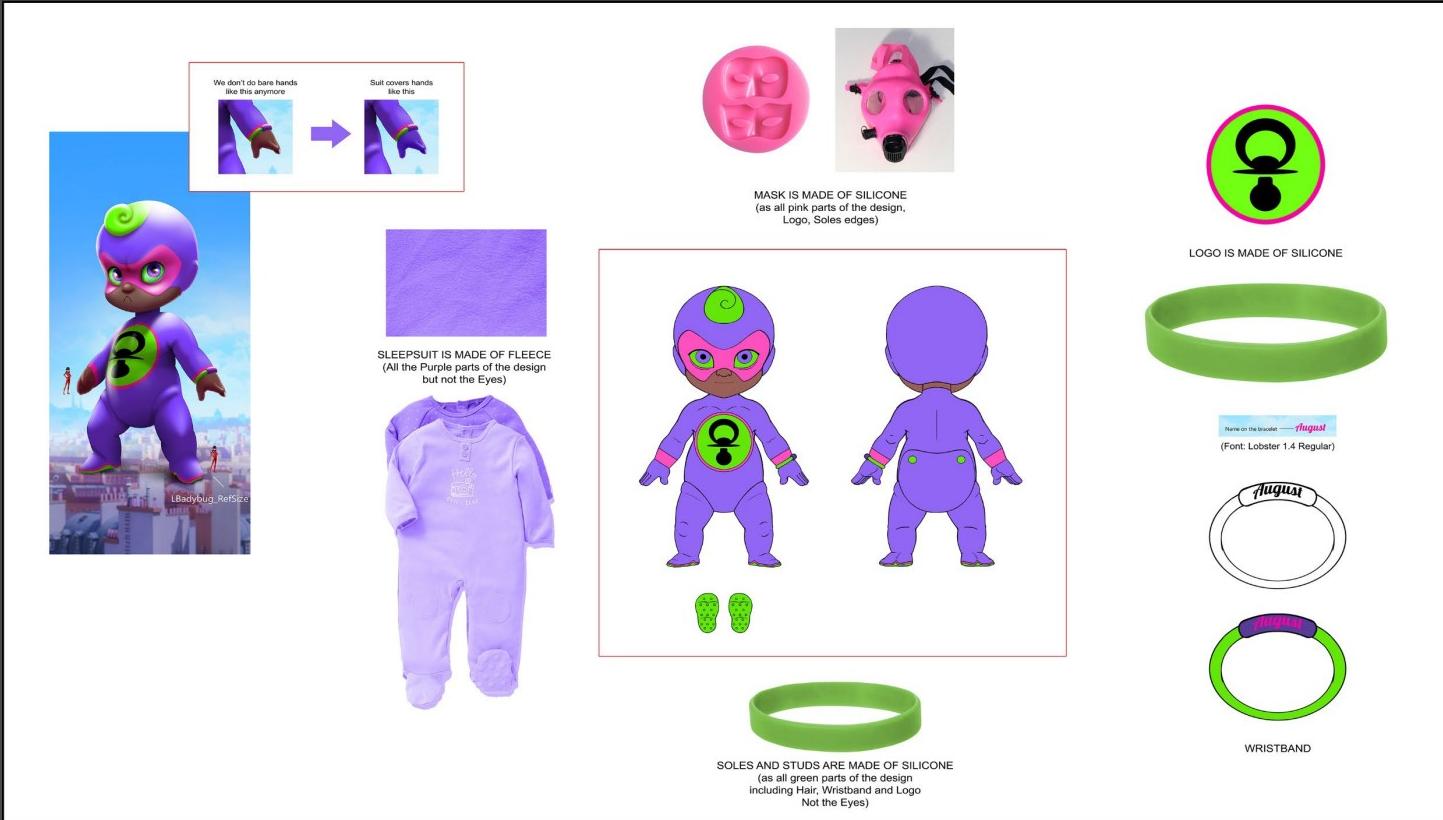
## RELATION SIZE



3D model



LB2\_205\_CH004\_JAGGED\_STONE\_COOKING\_SUITE\_FLOUR\_CLEAN\_UP



## RELATION SIZE

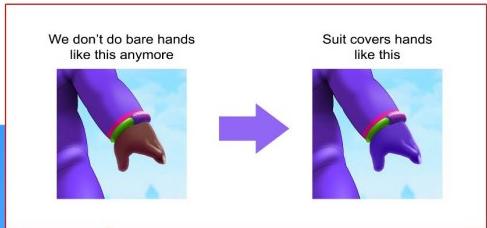


3D model



LB2\_206\_CH001\_GIGANTITAN





SLEEPSUIT IS MADE OF FLEECE  
(All the Purple parts of the design but not the Eyes)



SOLES AND STUDS ARE MADE OF SILICONE  
(as all green parts of the design including Hair, Wristband and Logo Not the Eyes)



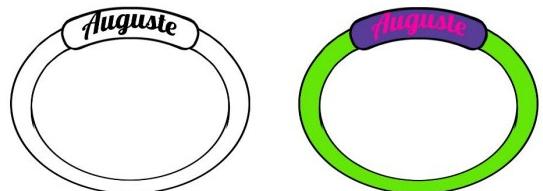
MASK IS MADE OF SILICONE  
(as all pink parts of the design, Logo, Soles edges)



LOGO IS MADE OF SILICONE

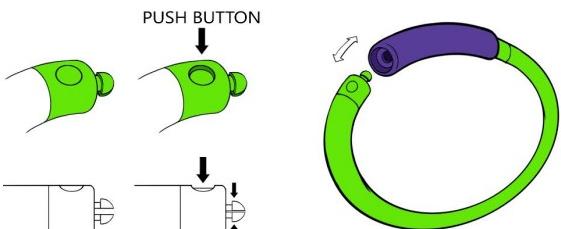


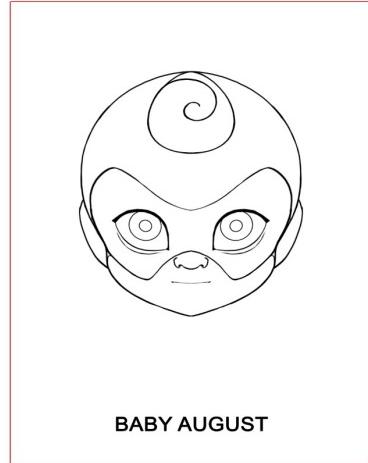
Name on the bracelet — *Auguste*  
(Font: Lobster 1.4 Regular)



WRISTBAND

WRISTBAND CLASP MECHANISM





Extreme Anger



Extreme Happy



Impassive



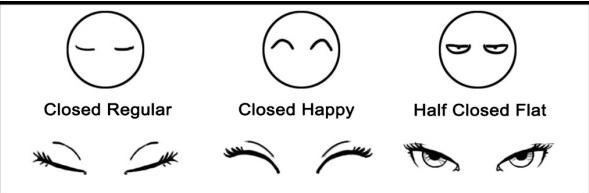
Surprise



Sad

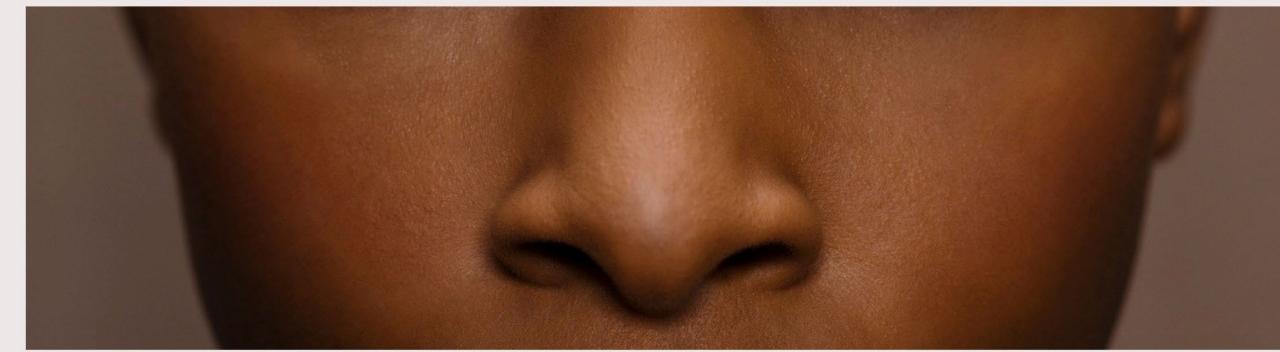


We need 3 ways of closing eyes



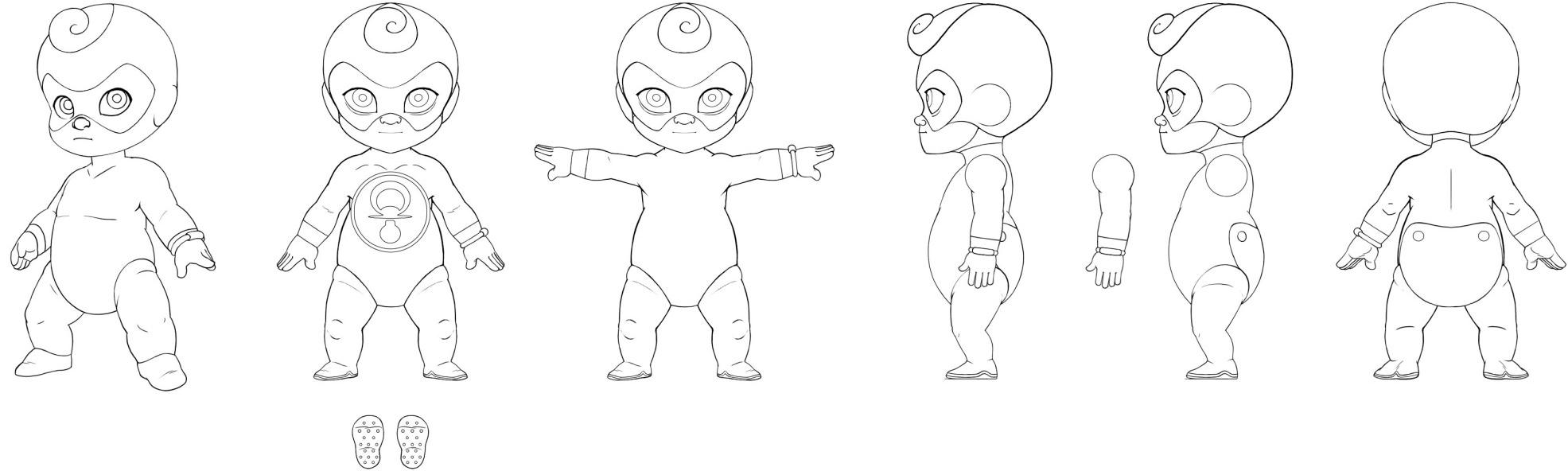
We need shrinking pupils



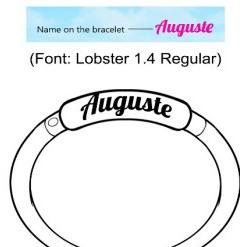




LBodybug\_RefSize

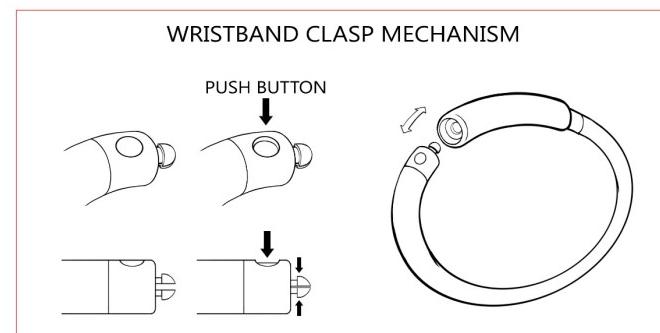


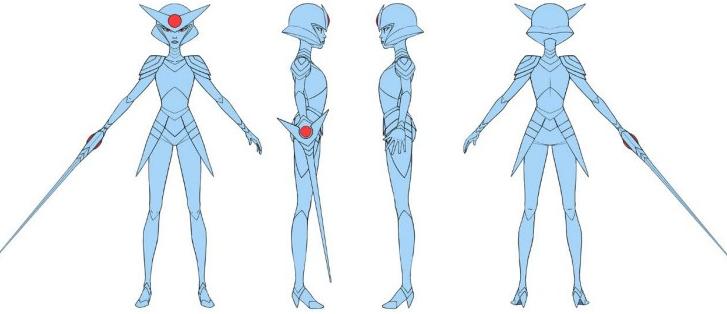
PACIFIER LOGO



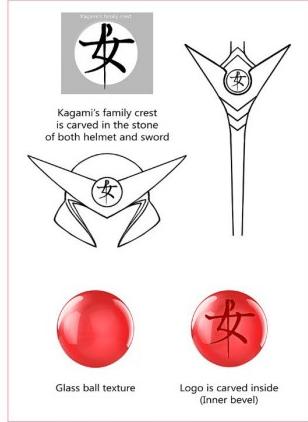
WRISTBAND

Name on the bracelet — *Auguste*  
(Font: Lobster 1.4 Regular)





Whole body is made of flexible metal



Kagami's family crest  
is carved in the stone  
of both helmet and sword

Glass ball texture



Logo is carved inside  
(Inner bevel)

## RELATION SIZE



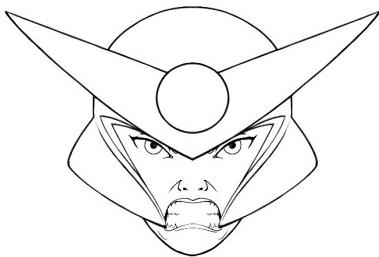
3D model



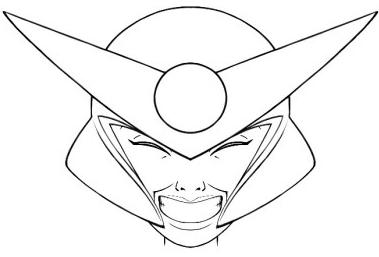
LB2\_207\_CH001\_RIPOSTE



KAGAMI



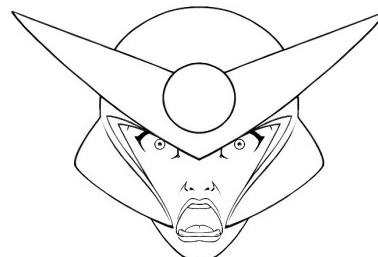
Extreme Anger



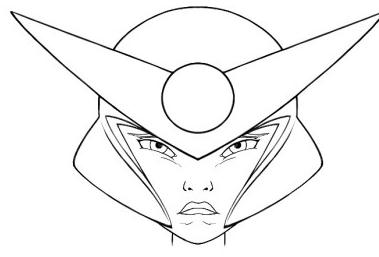
Extreme Happy



Impassive



Surprise

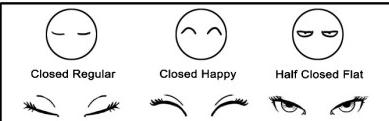


Sad

We need shrinking pupils

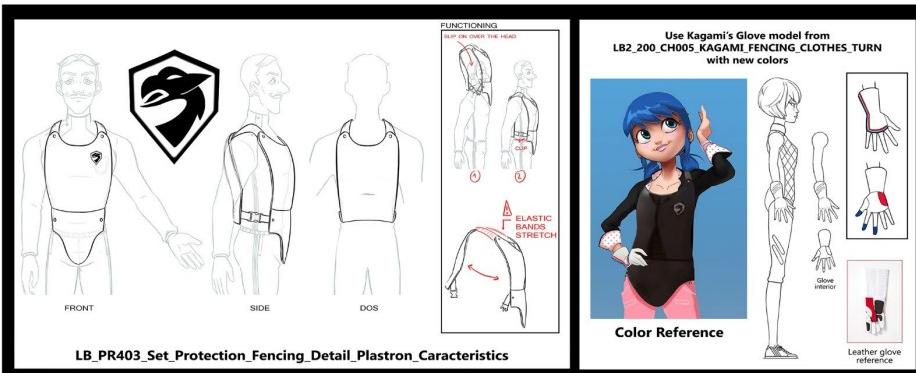
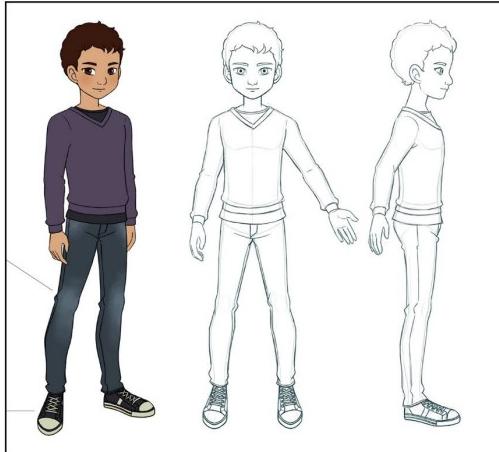


We need 3 ways of closing eyes



2017/07/19  
LB2\_207\_CH001\_RIPOSTE  
\_EXPRESSIONS

Use LB\_EX01\_Teenage\_Boy#1A from Season 1 and combine it with the following items (adapting rigging to each model):



## RELATION SIZE



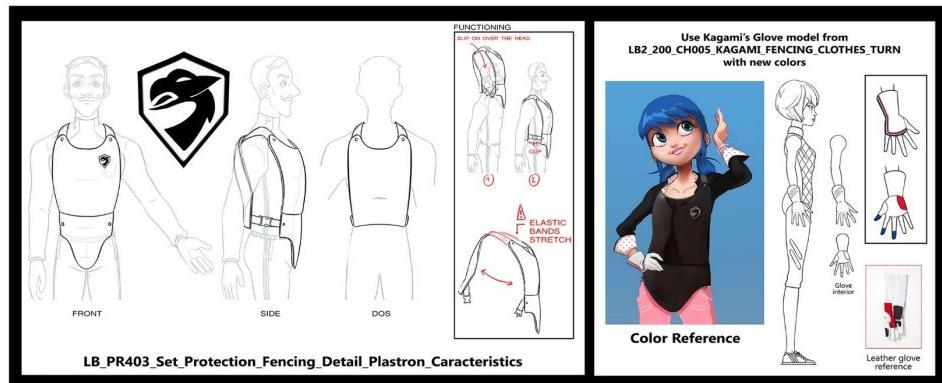
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_207\_EX001\_TEENAGE\_BOY#1C\_FENCING\_SUITE

Use LB EX02\_Teenage\_Boy#1B from Season 1 and combine it with the following items (adapting rigging to each model):



## RELATION SIZE

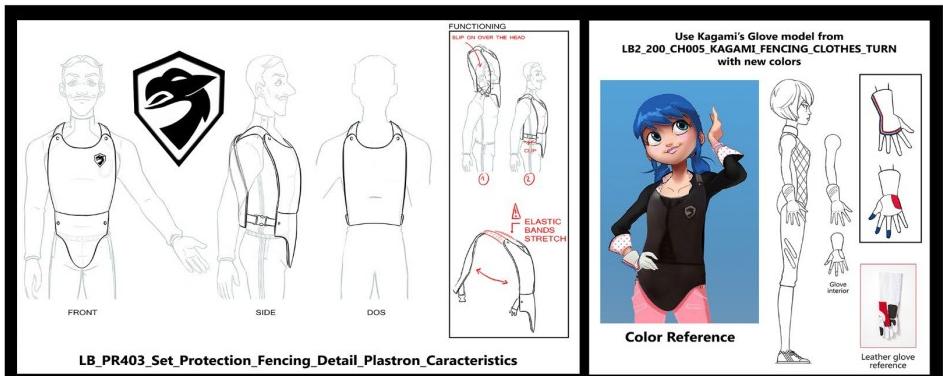
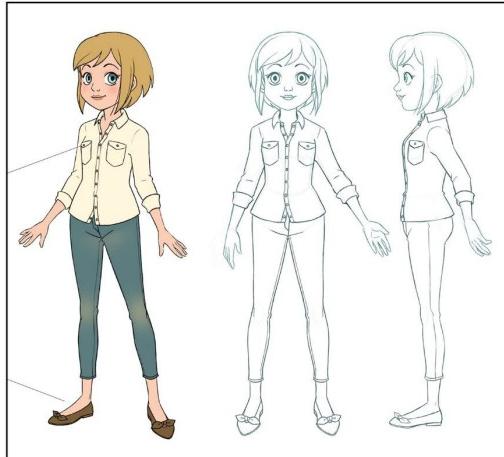


3D model



LB\_207\_EX002\_TEENAGE\_BOY#1B\_FENCING\_SUITE

Use LB EX07 Teenage\_Girl#1A from Season 1 and combine it with the following items (adapting rigging to each model):



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_207\_EX003\_TEENAGE\_GIRL#1A\_FENCING\_SUITE

Use LB\_EX04\_Teenage\_Boy#2A from Season 1 and combine it with the following items (adapting rigging to each model):



## RELATION SIZE



3D model



LB2\_207\_EX004\_TEENAGE\_BOY#2C\_FENCING\_SUITE

Use LB\_EX31\_Woman#2C  
from Season 1 and combine it  
with the following items  
(adapting rigging to each model):



## RELATION SIZE



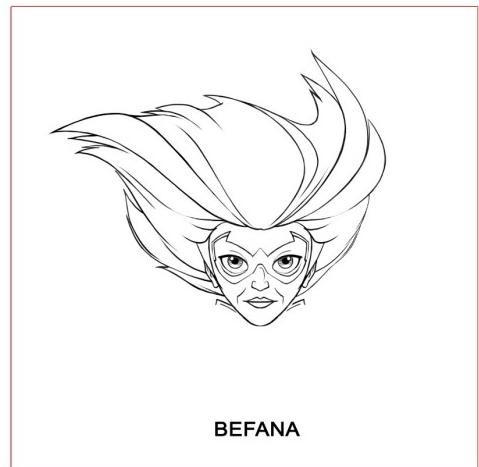
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_207\_EX005\_WOMAN#2A\_FENCING\_SUIT





BEFANA



Extreme Anger



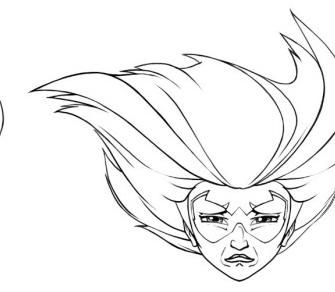
Extreme Happy



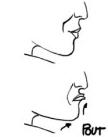
Impassive



Surprise

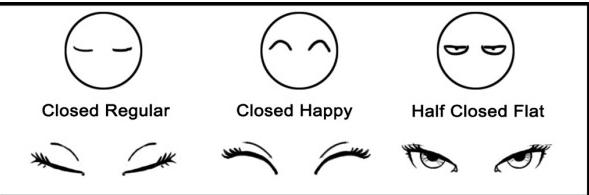


Sad



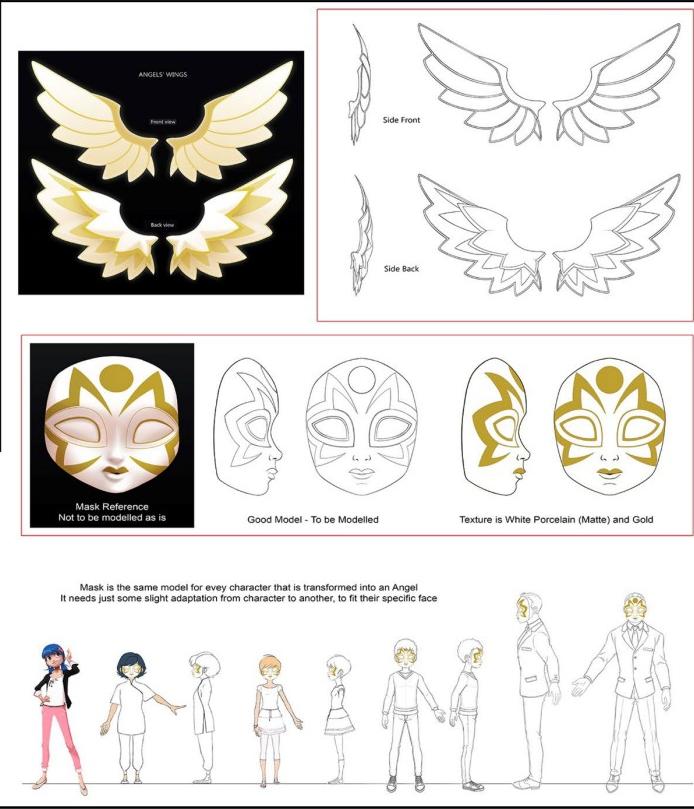
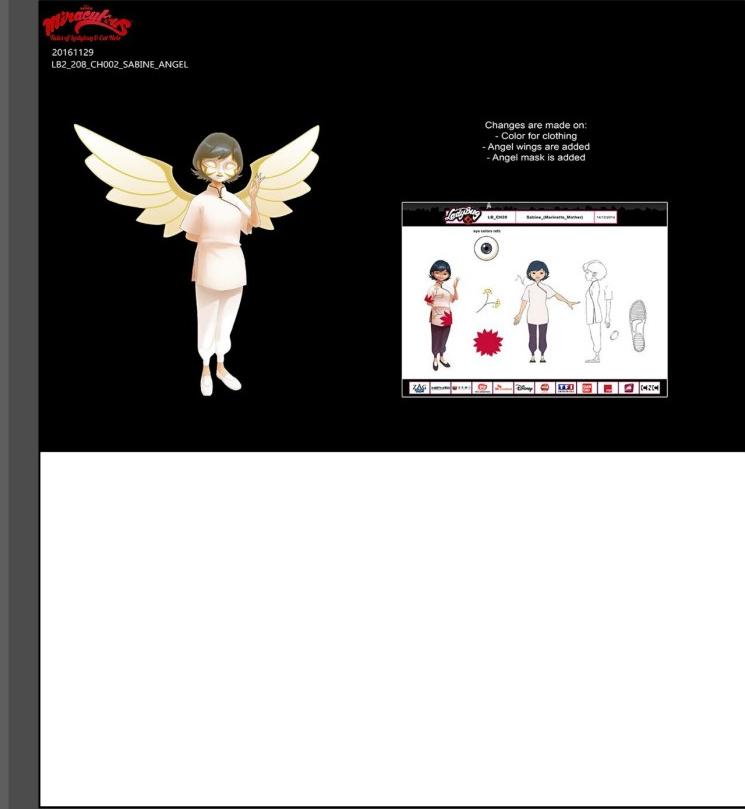
2017/07/20  
LB2\_208\_CH001\_BEFANA\_  
EXPRESSIONS

We need 3 ways of closing eyes



We need shrinking pupils





## RELATION SIZE





## RELATION SIZE

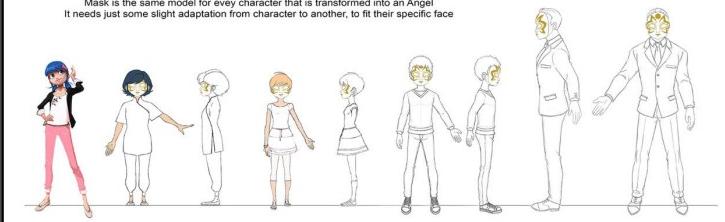
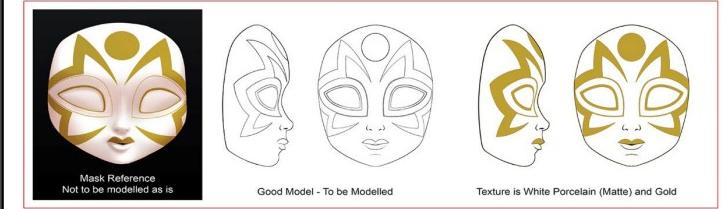


3D model



LB2\_208\_CH003\_ROSE\_ANGEL





## RELATION SIZE

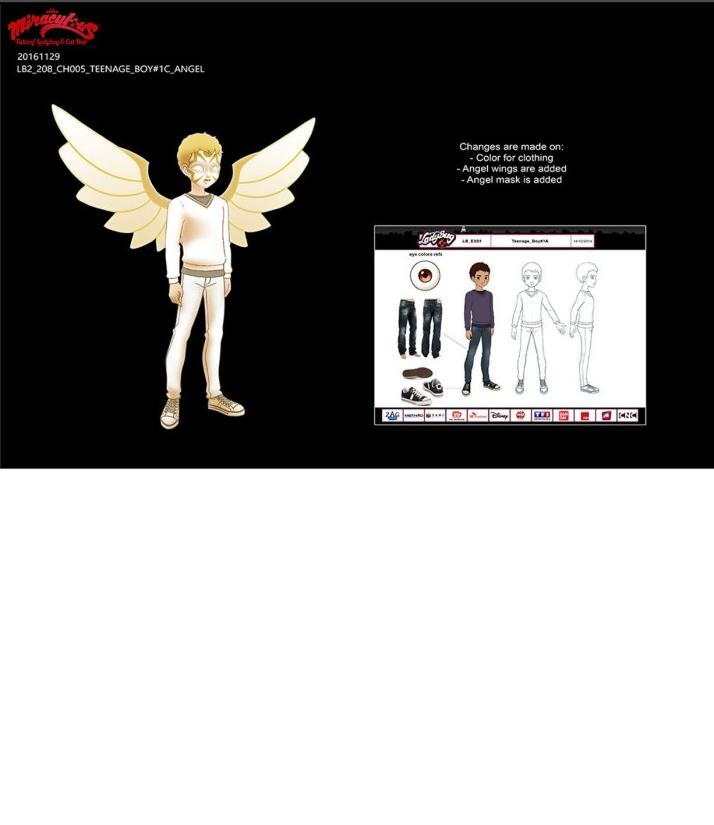
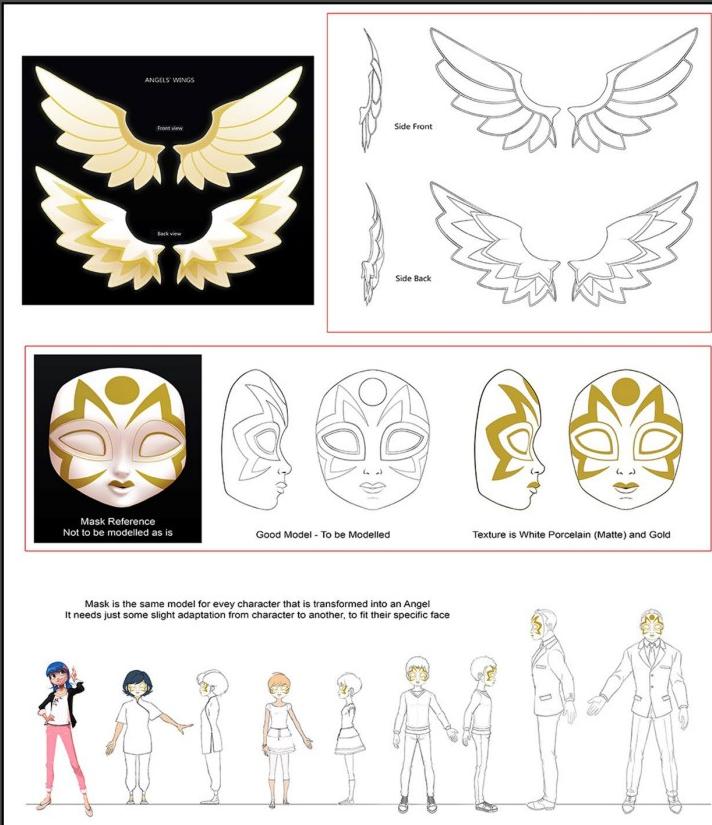


3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_208\_CH004\_FIREMAN\_ANGEL





## RELATION SIZE





## RELATION SIZE

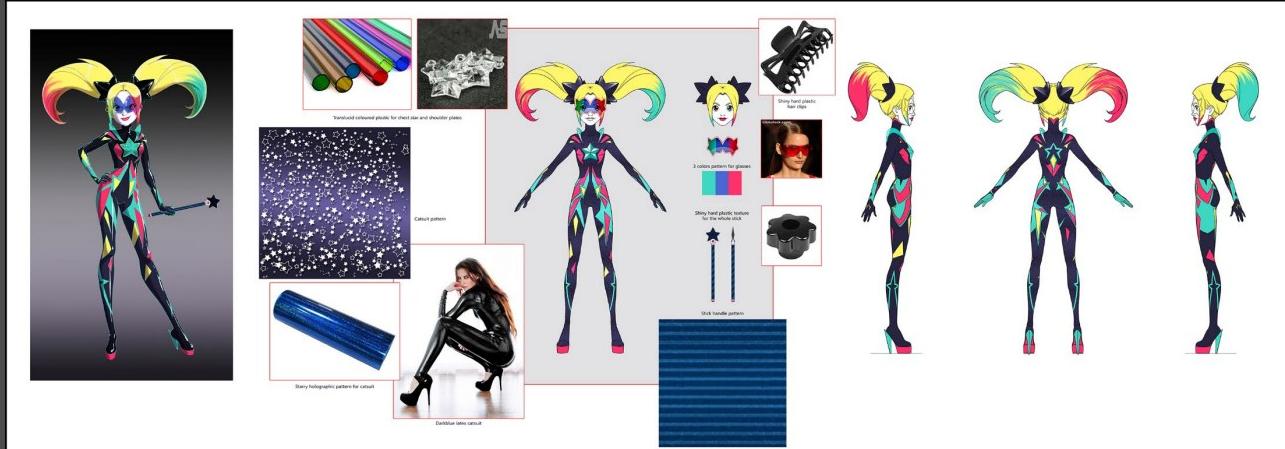


3D model

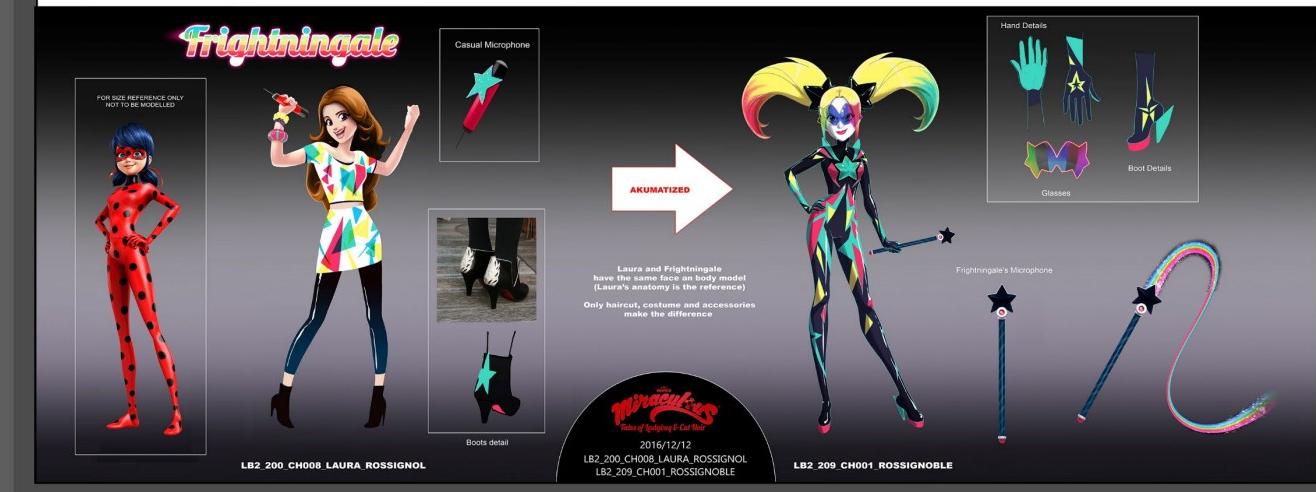


LB2\_208\_EX002\_MAN#2B\_ANGEL



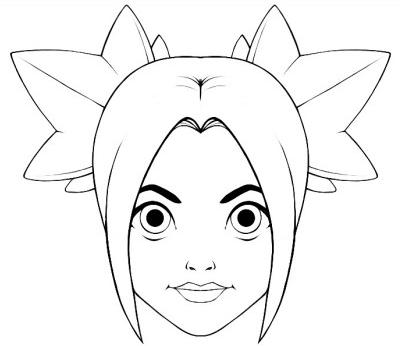


## RELATION SIZE



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_209\_CH001\_ROSSIGNOBLE



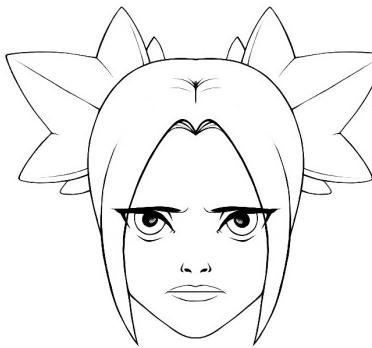
FRIGHTNINGALE



Extreme Anger



Extreme Happy



Impassive



Surprise



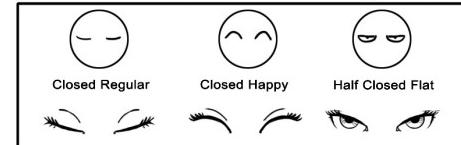
Sad



We need shrinking pupils

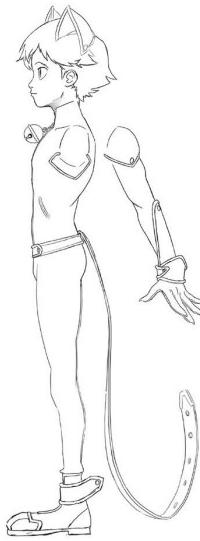


We need 3 ways of closing eyes

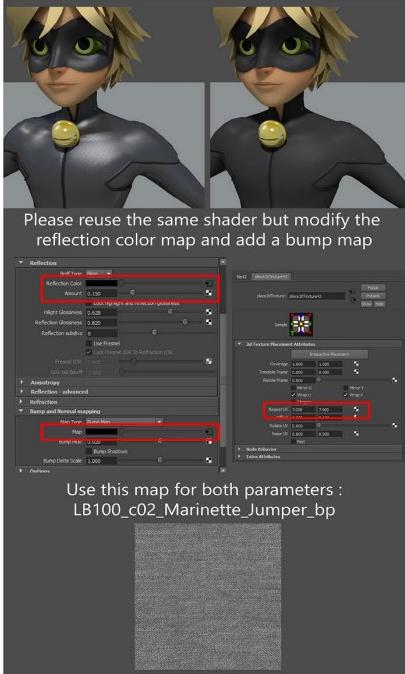




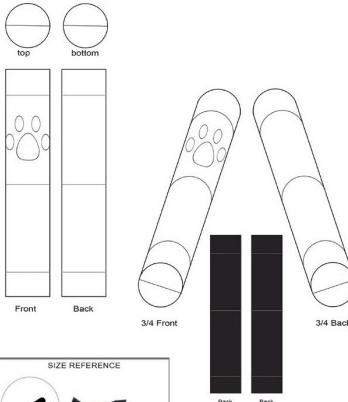
Use Adrien's Head on Cat Noir's body,  
and change the costume texture



For texture, use original design, but,  
remove the grid texture,  
and replace it with a Fabric texture



DON'T FORGET THE STICK IN THE BACK



## RELATION SIZE

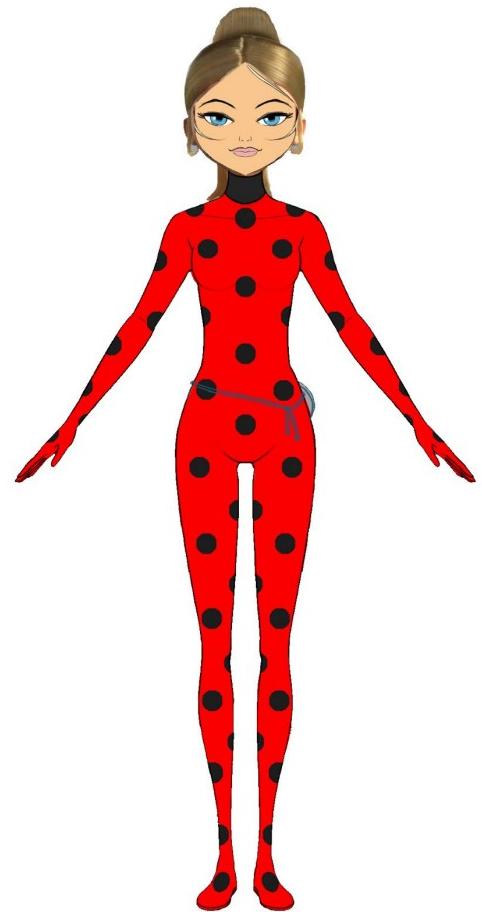


3D model

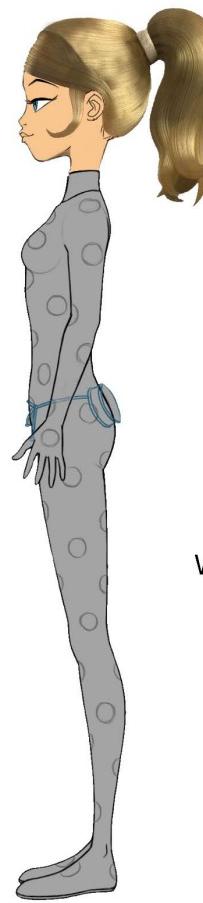
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_209\_CH002\_ADRIEN\_CATNOIR\_SUIT\_WITHOUT\_MASK

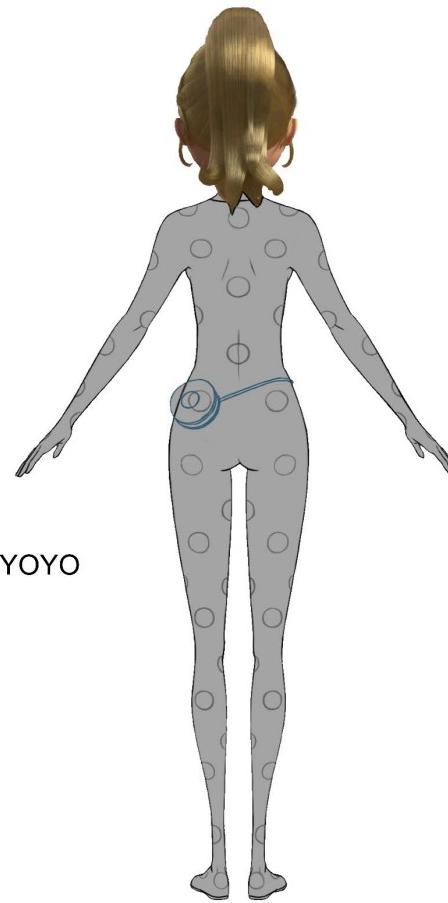
WIP



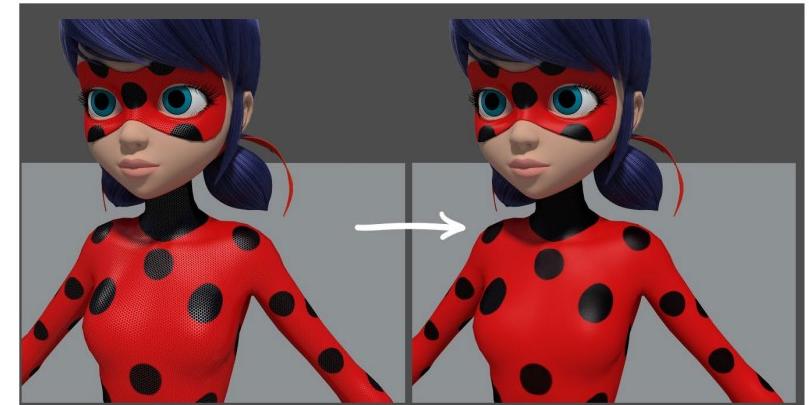
Use Chloe's Head on Ladybug's body,  
Reuse of LB1\_100\_CH058\_CHLOE\_LADYBUG\_SUIT,  
but WITHOUT the mask



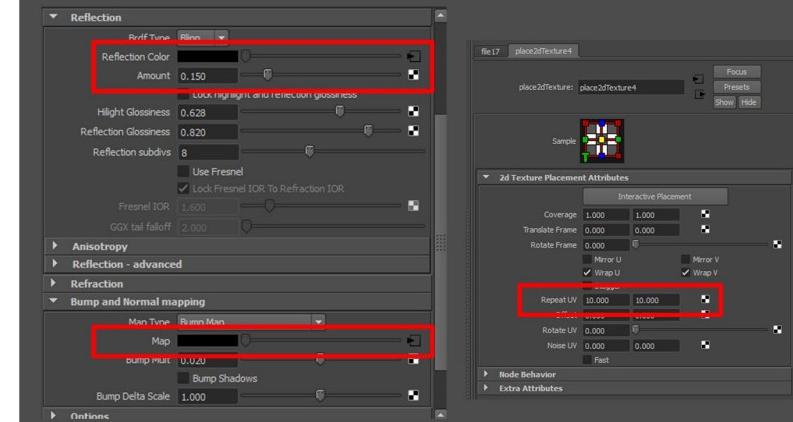
WITH YOYO



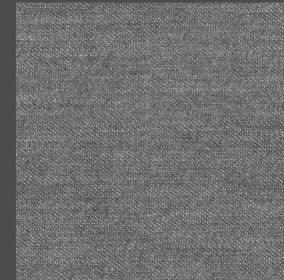
For Texture, use original design,  
but, remove the grid texture,  
and replace it with a Fabric texture

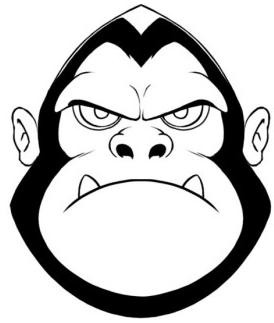


Please reuse the same shader but modify the reflection color map and add a bump map

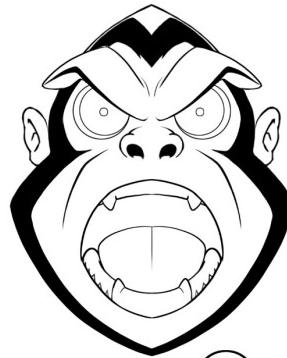


Use this map for both parameters :  
LB100\_c02\_Marinette\_Jumper\_bp





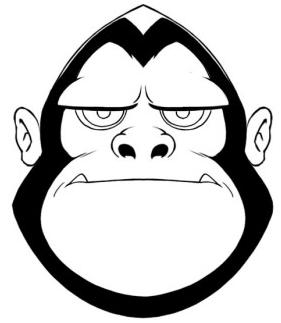
GORILLA



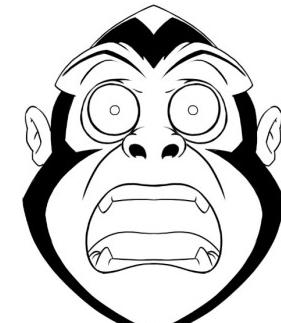
Extreme Anger



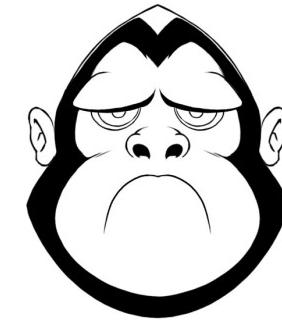
Extreme Happy



Impassive



Surprise



Sad

We need 3 ways of closing eyes



Closed Regular



Closed Happy

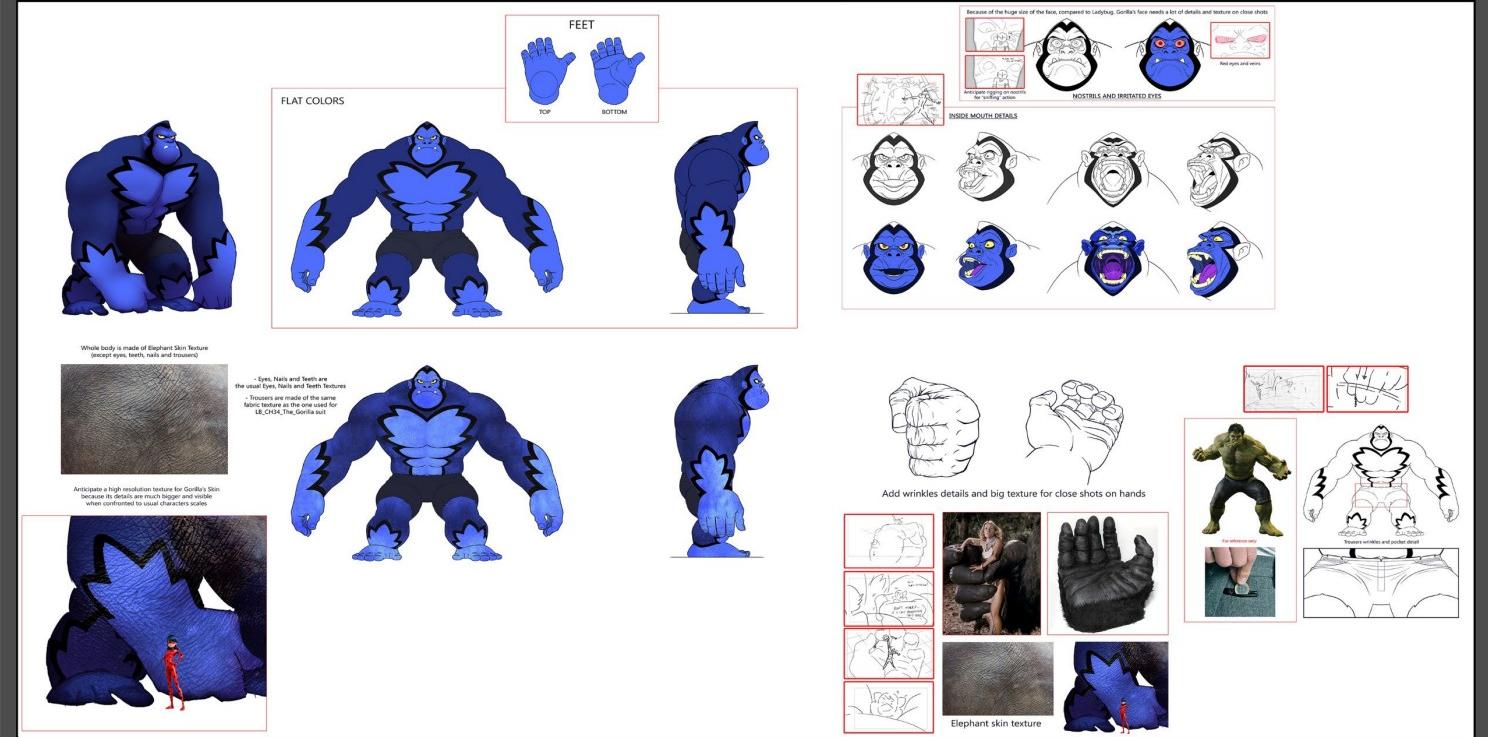


Half Closed Flat

We need shrinking pupils



2017/07/21  
LB2\_210\_CH001\_GORILLA  
\_EXPRESSIONS



## RELATION SIZE

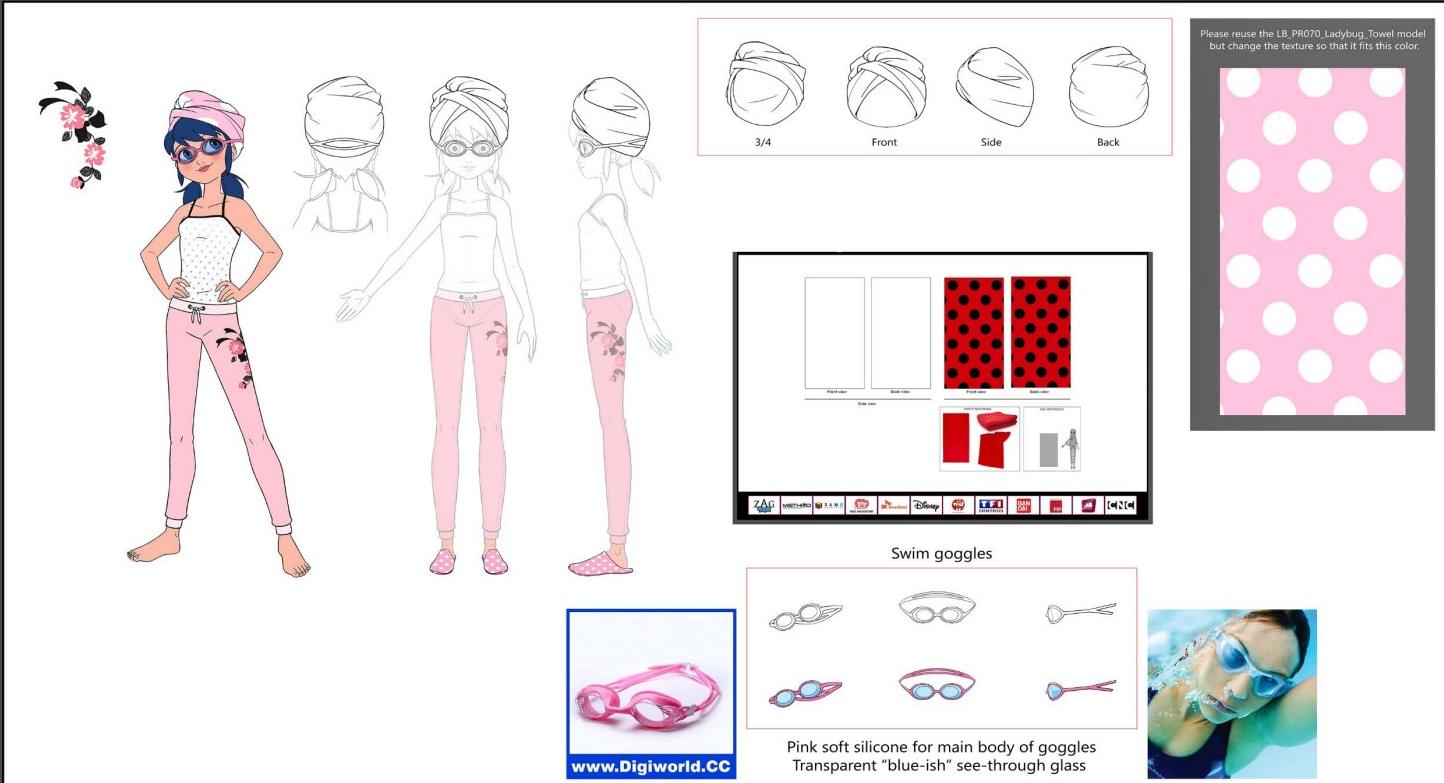


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_210\_CH001\_GORILLA



## RELATION SIZE

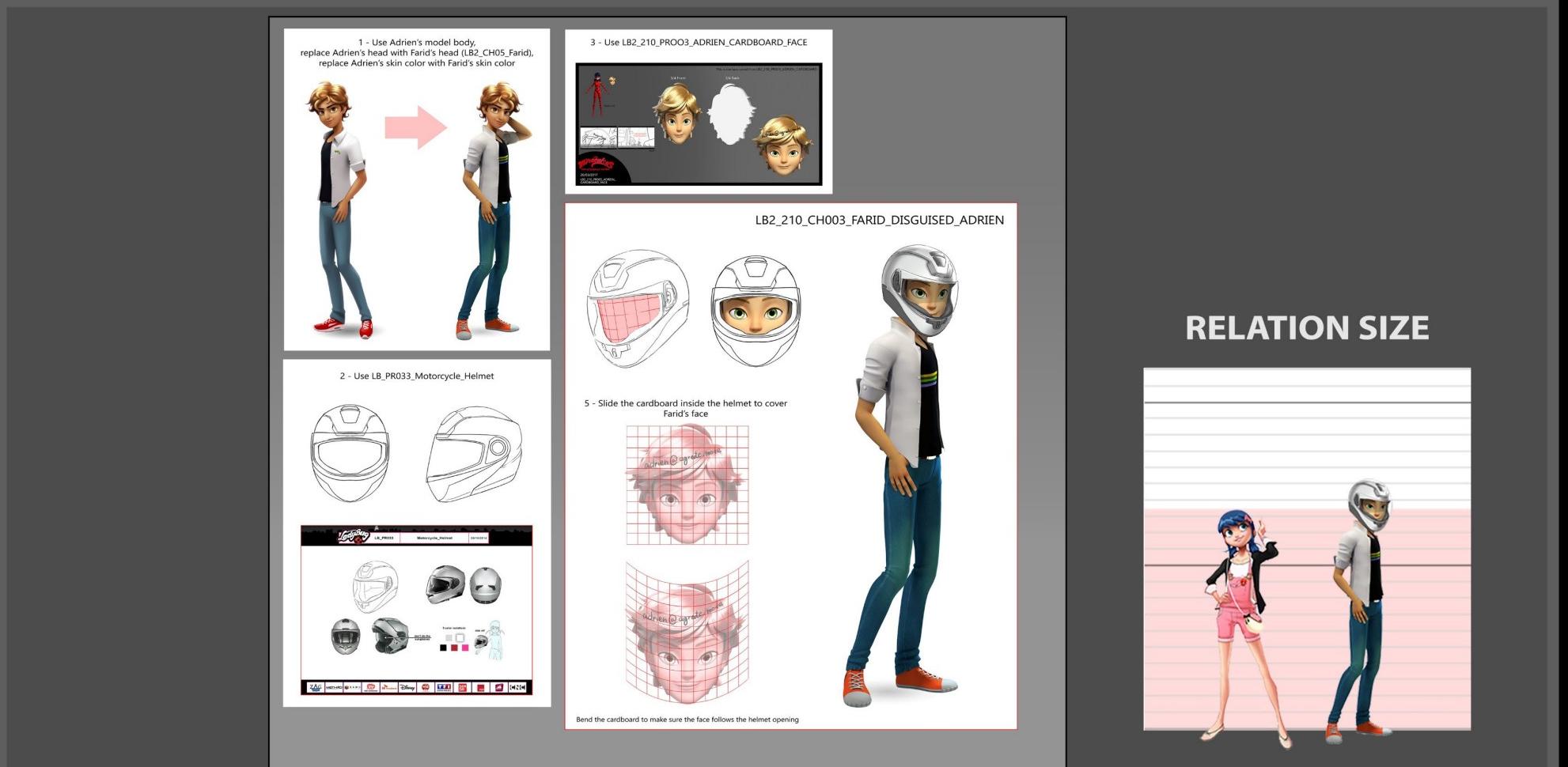


3D model



LB2\_210\_CH002\_MARINETTE\_PYJAMA\_TOWEL\_GOGGLES\_SLIPPERS





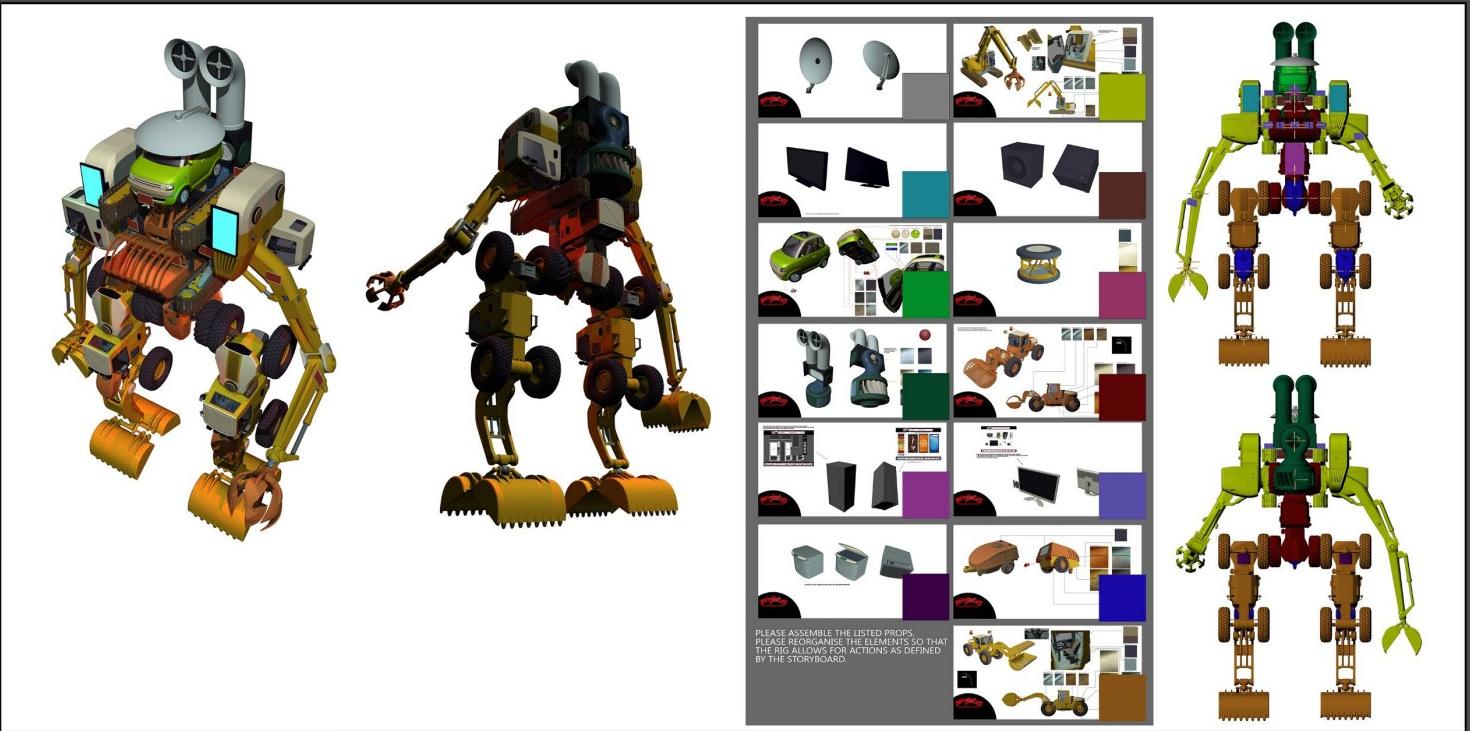
## RELATION SIZE



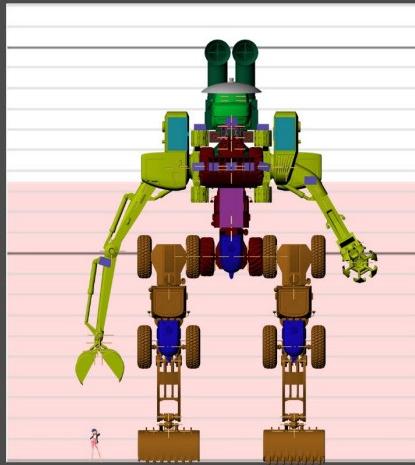
3D model



LB2\_210\_CH003\_WAYEM\_DISGUISED\_ADRIDIEN



## RELATION SIZE



3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_211\_CH001\_ROBOSTUS





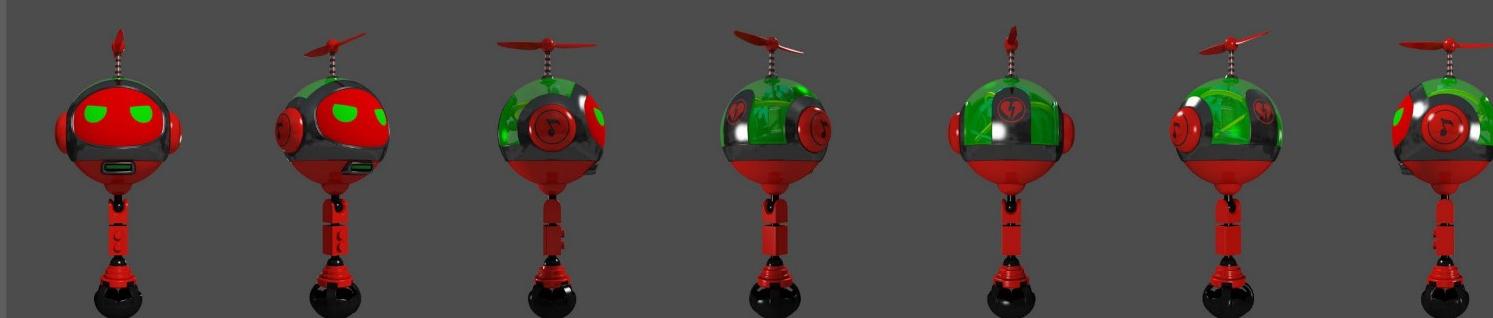
## RELATION SIZE



3D model



LB2\_211\_CH002\_MARKOV\_AKUMATIZED





## RELATION SIZE

3D model

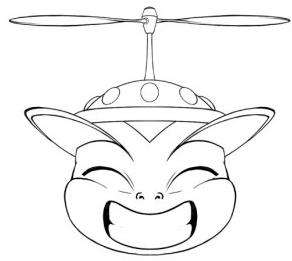


**Miraculous**  
Tales of Ladybug & Cat Noir

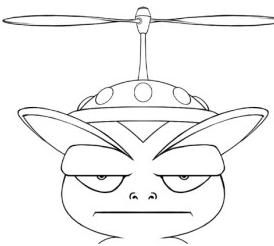
LB2\_212\_CH001\_SAPOTIS



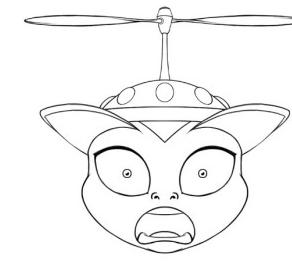
Extreme Anger



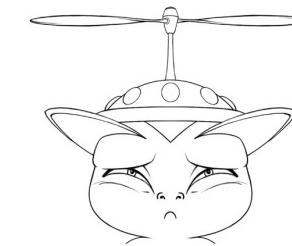
Extreme Happy



Impassive



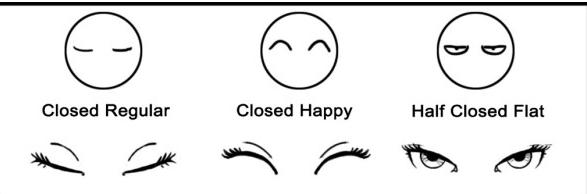
Surprise



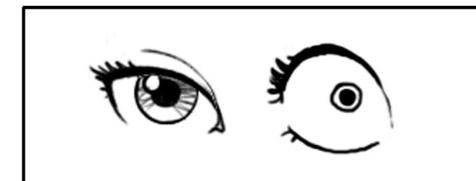
Sad

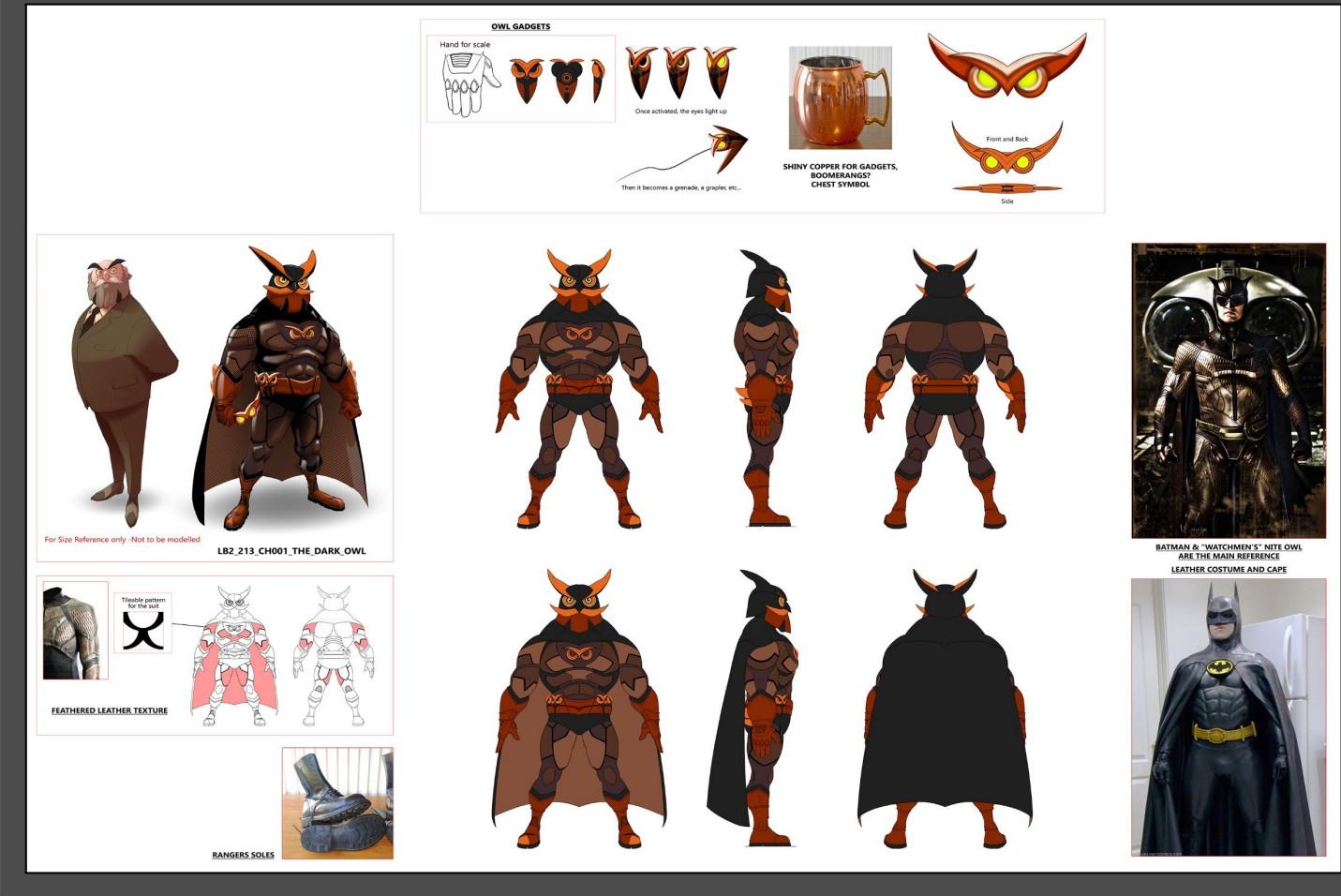


We need 3 ways of closing eyes



We need shrinking pupils





## RELATION SIZE

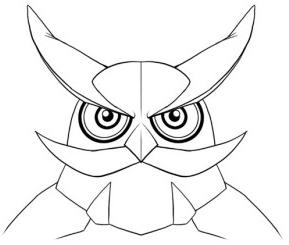


3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

**LB2\_213\_CH001\_THE\_DARK\_OWL**





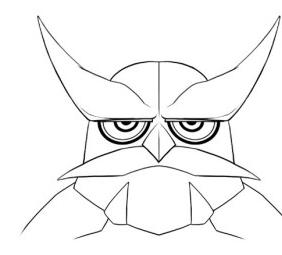
DARK OWL



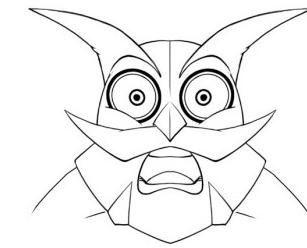
Extreme Anger



Extreme Happy



Impassive



Surprise



Sad



We need 3 ways of closing eyes



Closed Regular



Closed Happy



Half Closed Flat

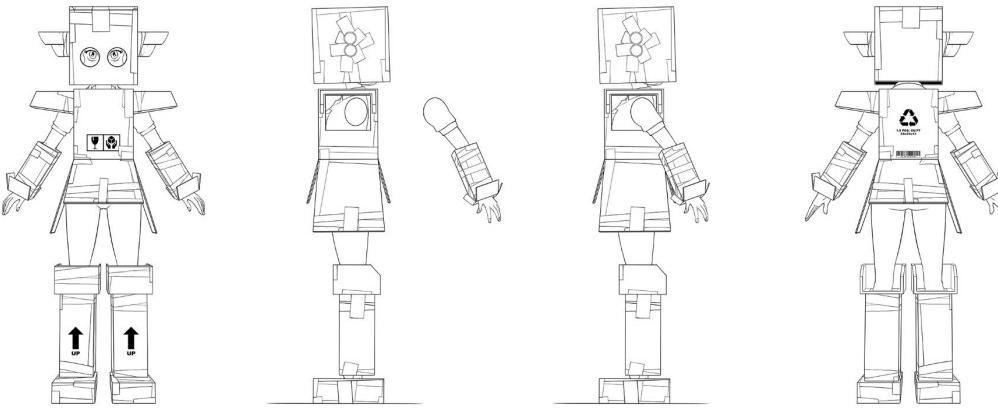


We need shrinking pupils



2017/07/24  
LB2\_213\_CH001\_DARK\_OWL\_  
EXPRESSIONS

Alya uses Cardboard boxes to become the Cardboard Girl

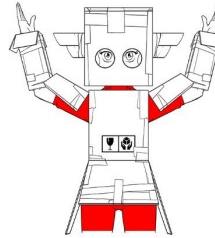
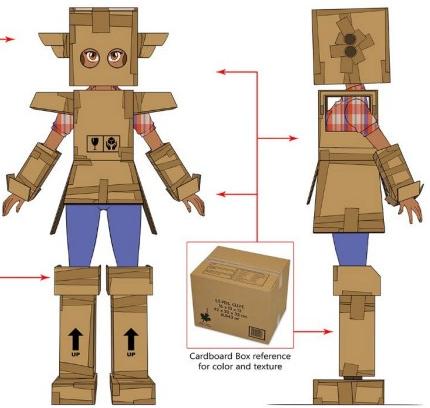


Cardboard rolls reference  
for the "horns"



Packing Tape reference

Global reference:  
Costume is entirely made  
out of cardboard boxes,  
rolls and packing tape



Shoulder pads articulate to allow arms movements

## RELATION SIZE

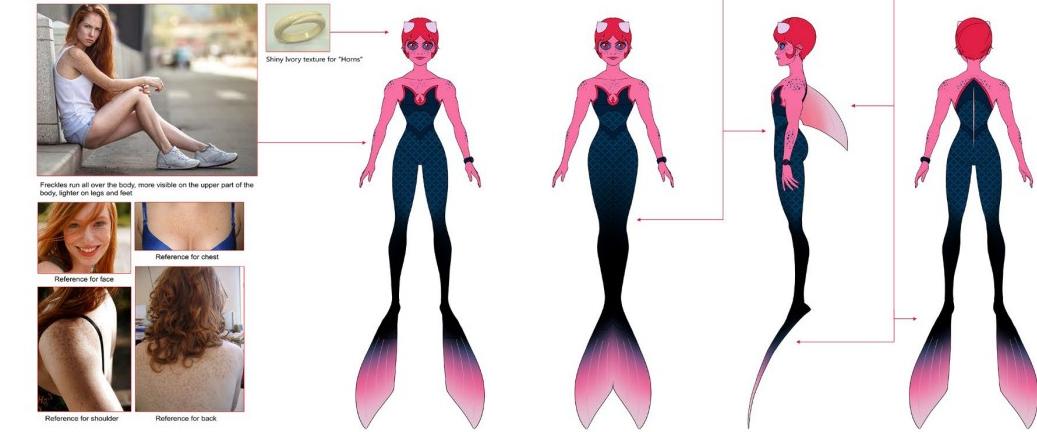
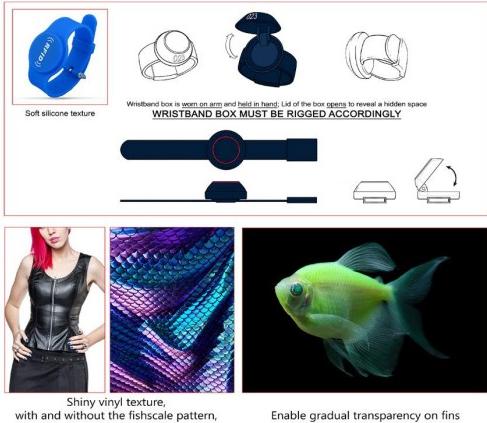


3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_213\_CH003\_ALYA\_CARDBOARD\_GIRL\_SUIT

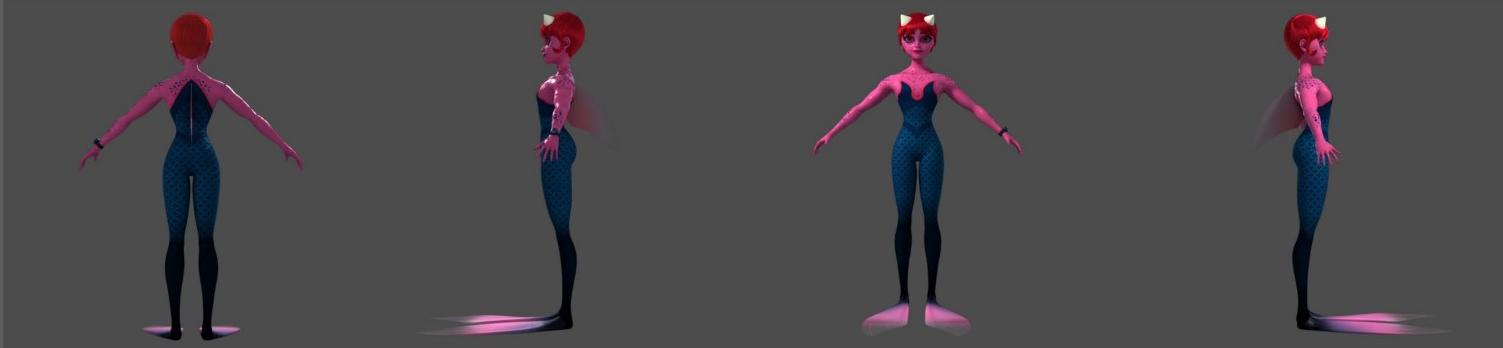




## RELATION SIZE



3D model



LB2\_214\_CH001\_SYREN

LB1\_100\_CH013\_KIM s body with Head coming from LB2\_200\_CH021\_KIM\_SWIM Model



**IMPORTANT**  
Action reveals Kim removing his swimming cap

When modelling the character,  
**RIGGING OF THE CAP  
MUST BE MADE ACCORDINGLY**



## RELATION SIZE

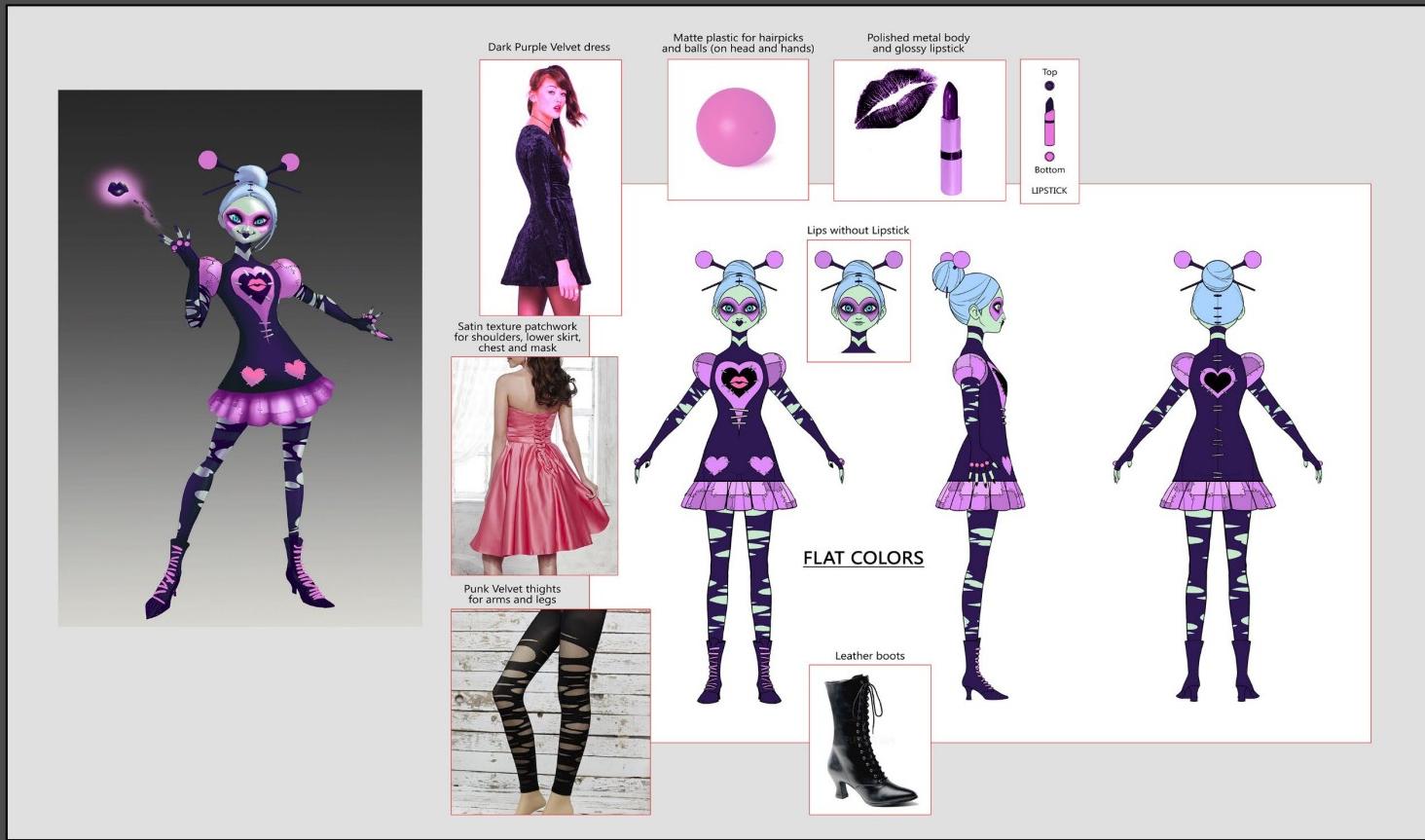


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_214\_CH002\_KIM\_SWIMMING\_CAP



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_215\_CH001\_ZOMBIZOU



ZAG  
miraculous™  
*Tales of Ladybug & Cat Noir*

30/09/2016

LB2\_215\_CH001\_ZOMBIZOU\_COLOR\_TEXTURES

Dark Purple Velvet dress



Matte plastic for hairpins and balls (on head and hands)



Polished metal body and glossy lipstick



Top

Bottom

LIPSTICK

Satin texture patchwork for shoulders, lower skirt, chest and mask



Punk Velvet thights for arms and legs



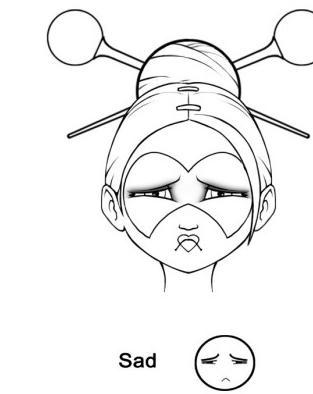
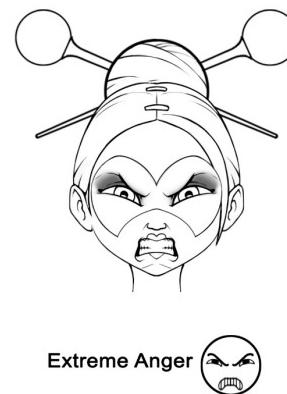
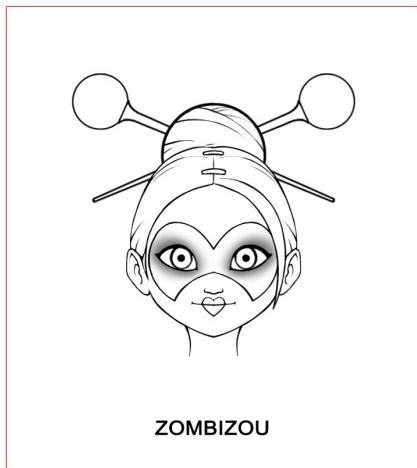
Lips without Lipstick



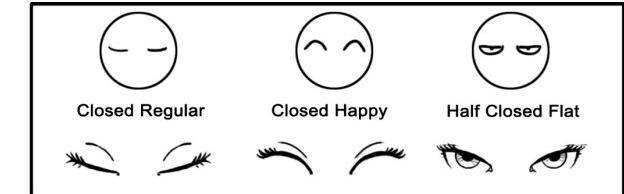
## FLAT COLORS

Leather boots





We need 3 ways of closing eyes



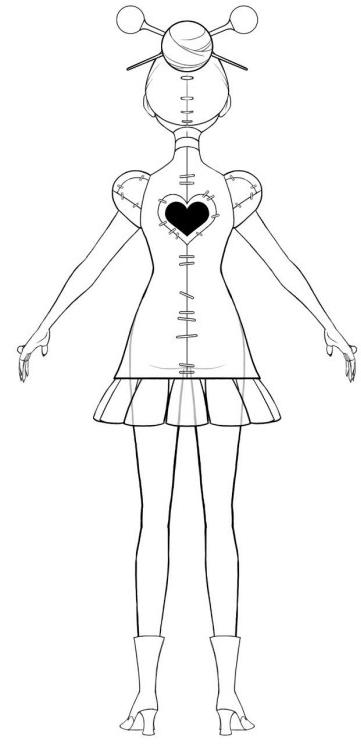
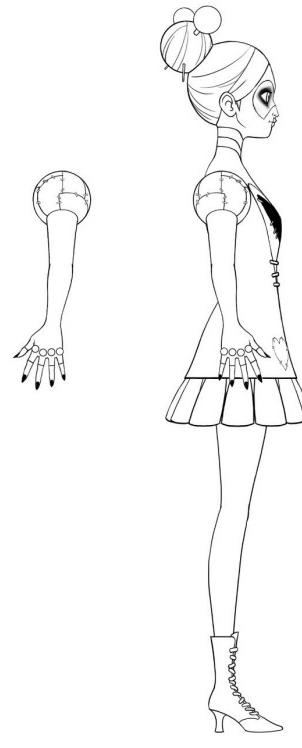
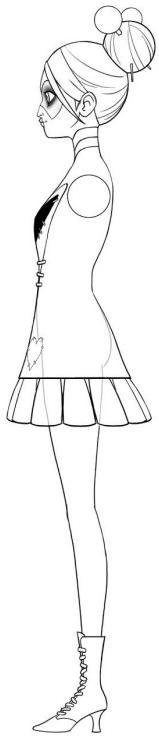
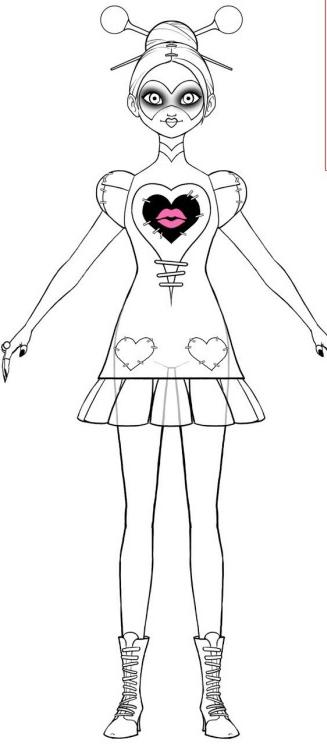
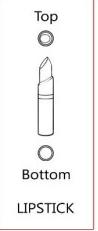
We need shrinking pupils



LB2\_215\_CH001\_ZOMBIZOU



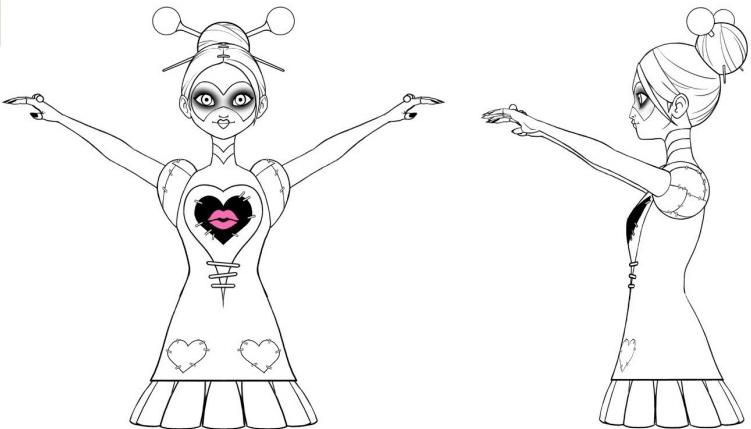
Mme Bustier



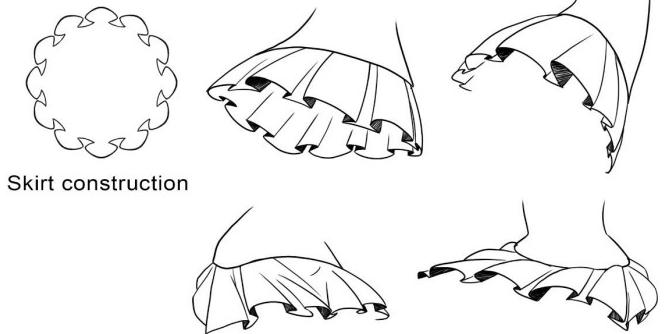
Zombizou's Character is based on LB\_CH21\_Miss Bustier's Character



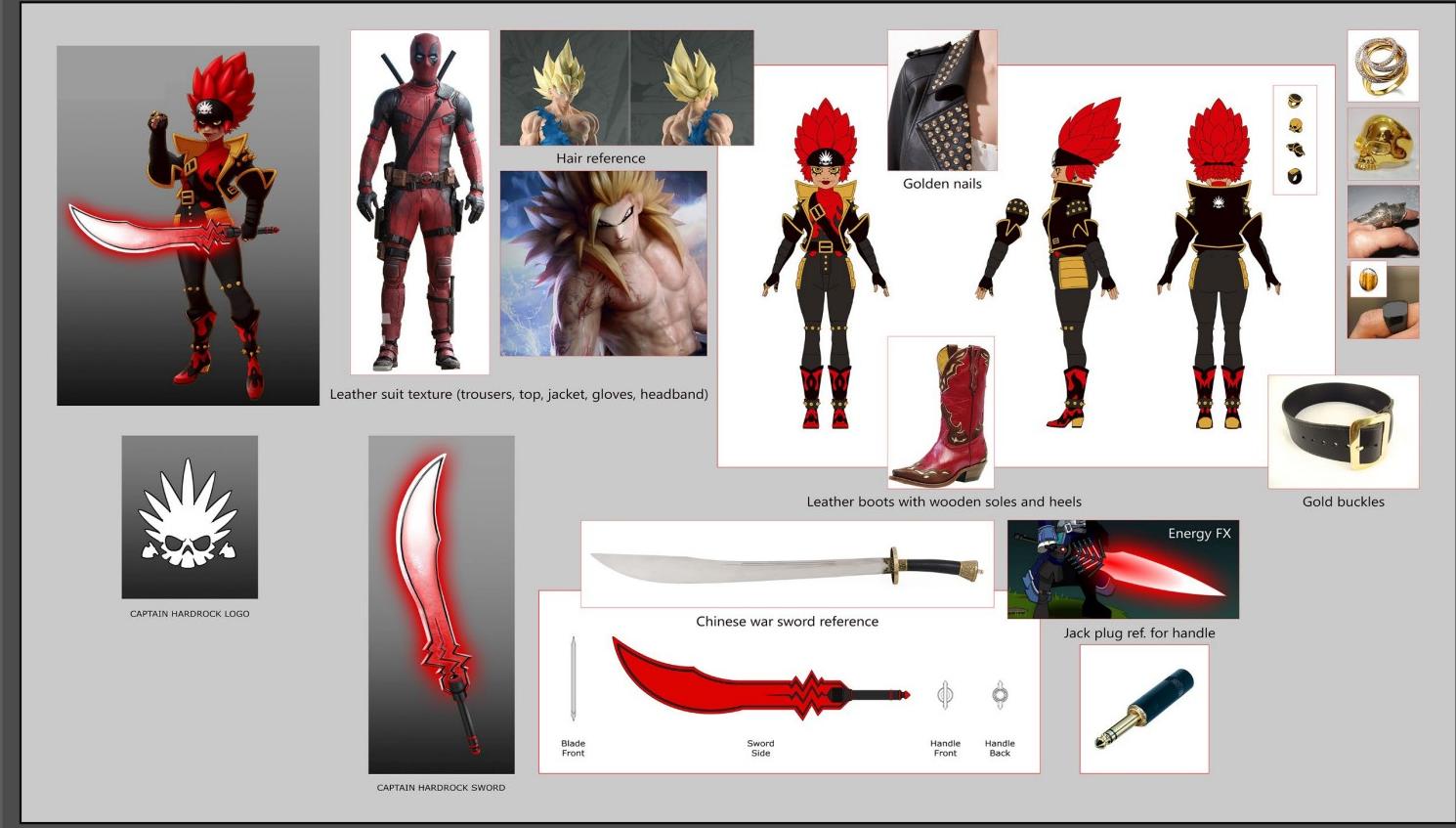
LB2\_215\_CH001\_ZOMBIZOU\_TURN



Rigging must anticipate movement, torsion, sitting etc...



Skirt construction



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_216\_CH001\_CAPTAIN\_HARDROCK

Ladybug for size reference only  
Not to be modeled



AKUMATIZED



CAPTAIN HARDROCK LOGO

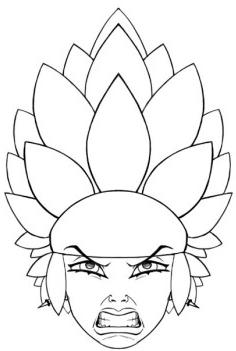
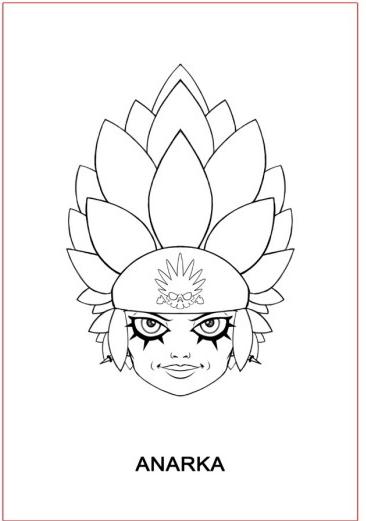


CAPTAIN HARDROCK SWORD

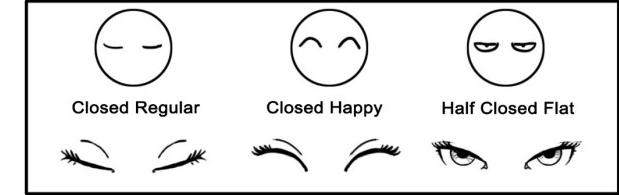
Miraculous  
Tales of Ladybug & Cat Noir

2017/01/17

LB2\_216\_CH001\_CAPTAIN\_HARDROCK



We need 3 ways of closing eyes



We need shrinking pupils



## RELATION SIZE

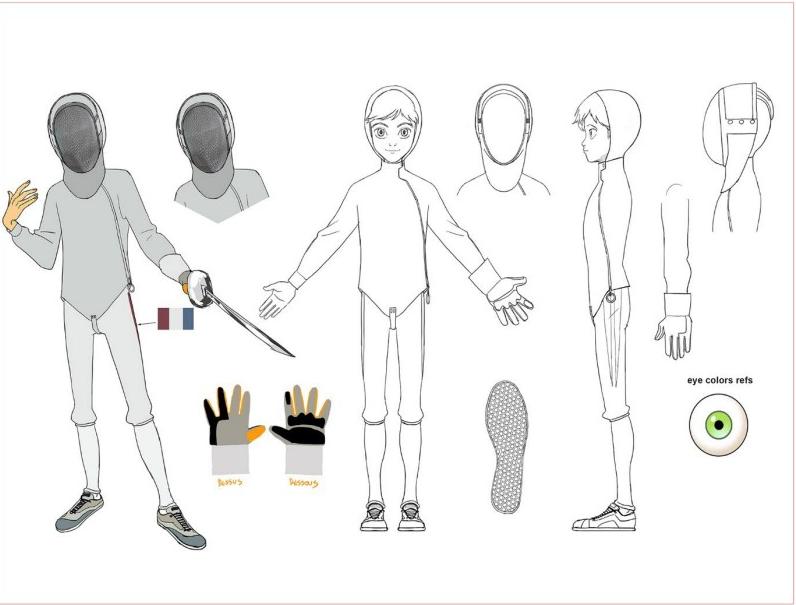
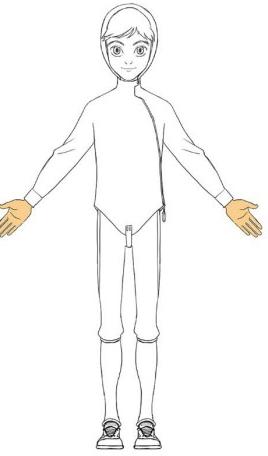


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

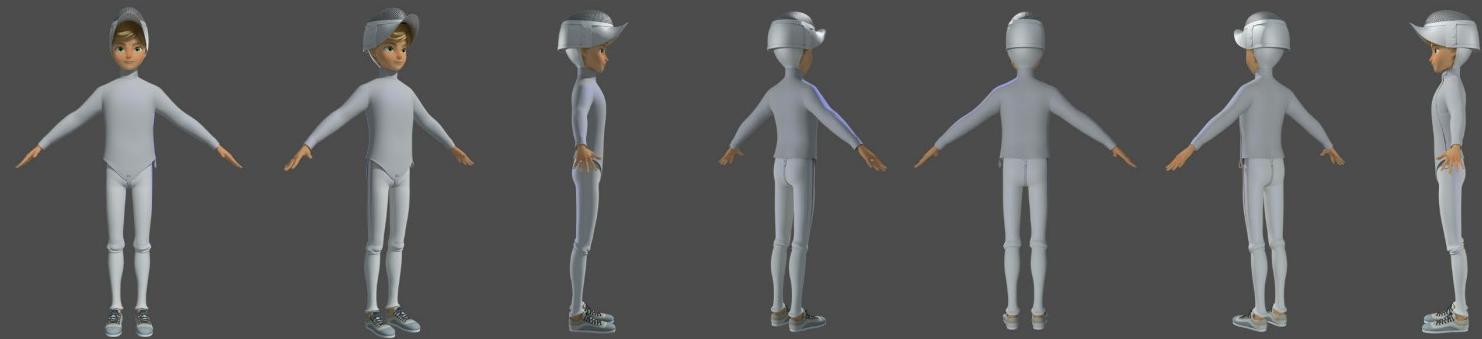
LB2\_217\_CH001\_FROZER



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_217\_CH002\_ADRIEN\_FENCING\_SUITE\_WITHOUT\_GLOVE



LB2\_218\_CH001\_STYLE\_QUEEN

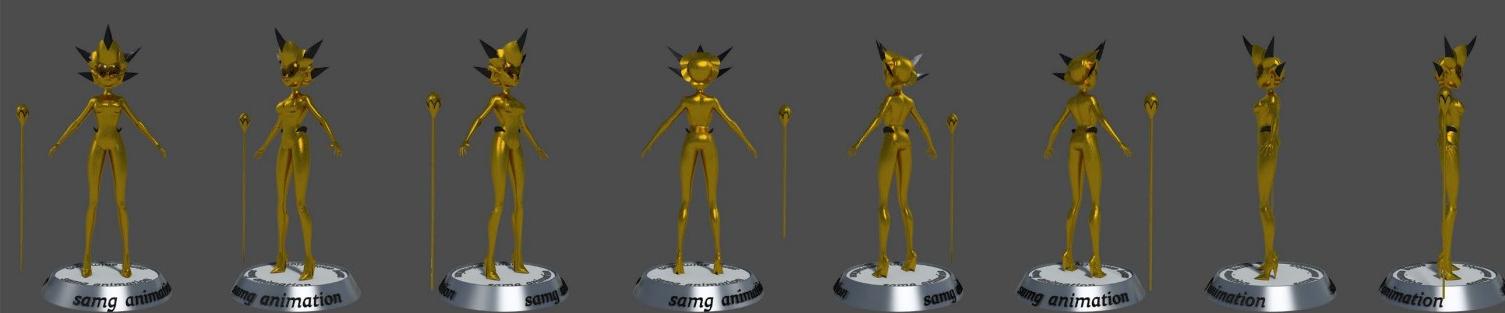


Conserv les seins. Ca peut être touchy d'envoyer ça dans un pays étranger. On ne sait jamais.

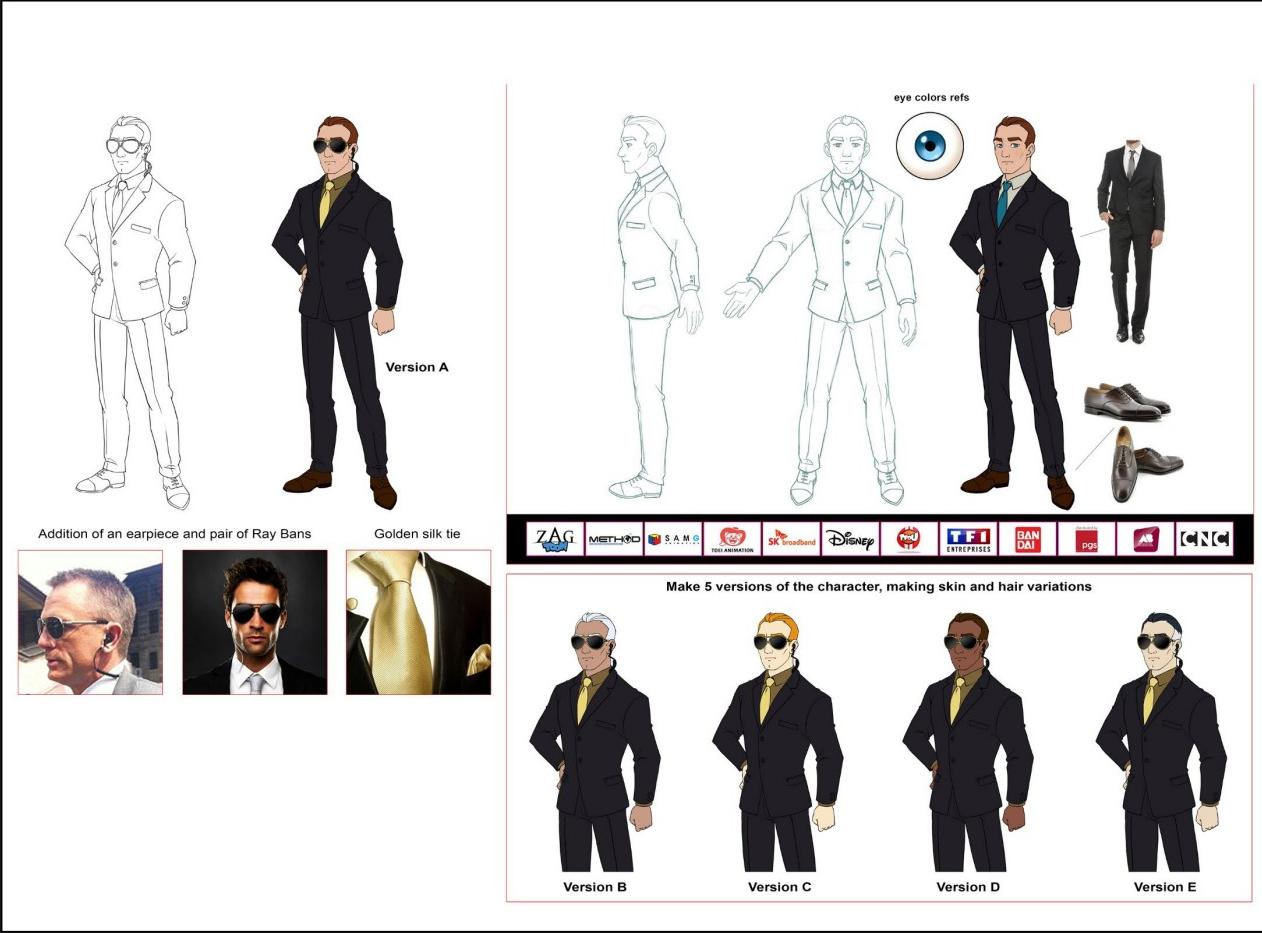
## RELATION SIZE



3D model



LB2\_218\_CH001\_STYLE\_QUEEN



## RELATION SIZE



3D model



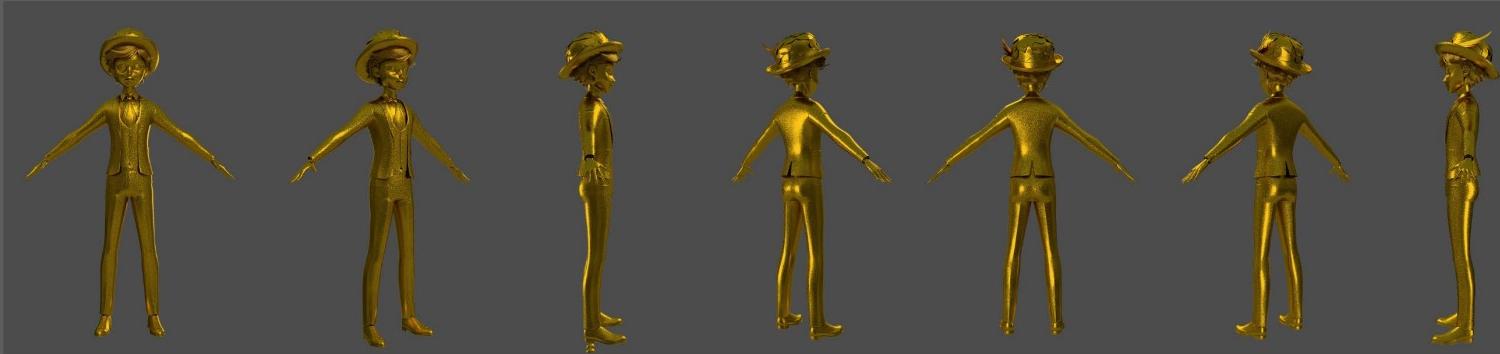
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_218\_CH002\_SECURITY\_GUARD

## RELATION SIZE



3D model



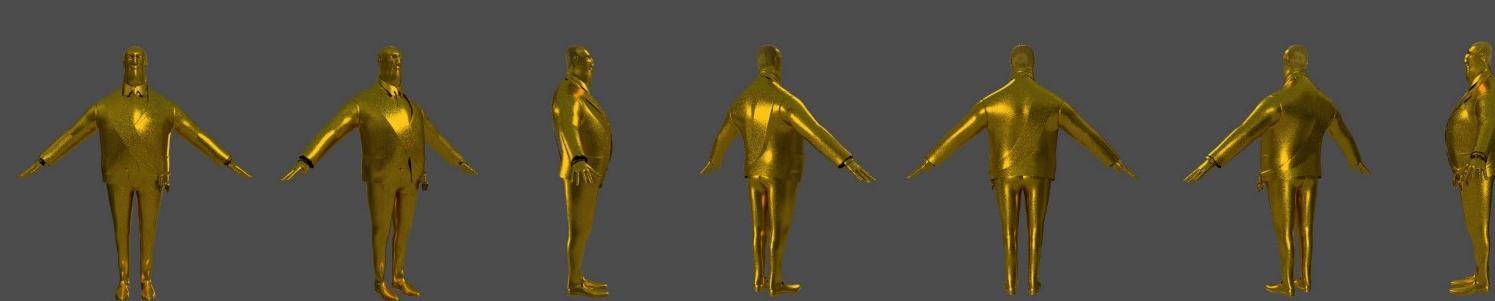
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_218\_CH003\_ADRIEN\_MODEL\_PODIUM\_GOLDEN\_STATUE

## RELATION SIZE



3D model



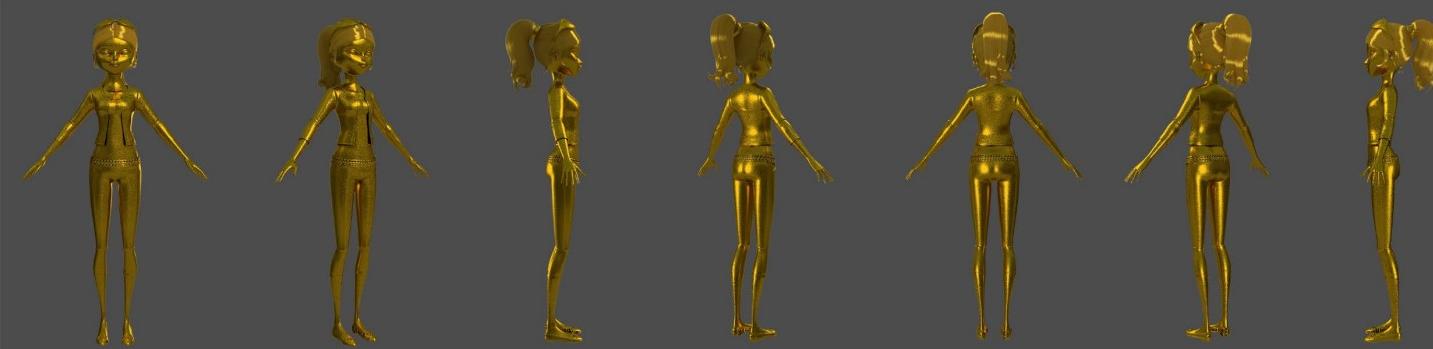
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_218\_CH004\_MR\_ANRE\_BOURGEOIS\_GOLDEN\_STATUE

## RELATION SIZE



3D model

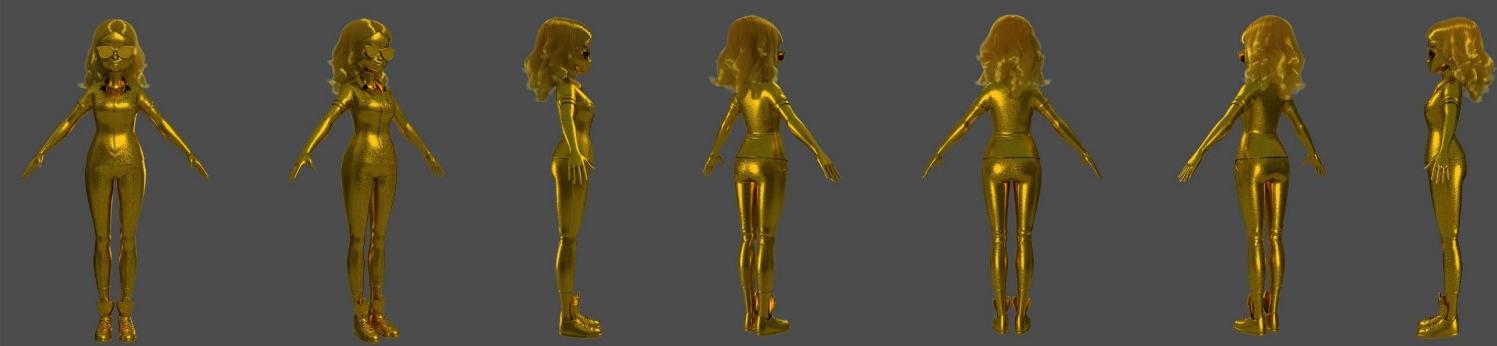


LB2\_218\_CH005\_CHLOE\_GOLDEN\_STATUE

## RELATION SIZE

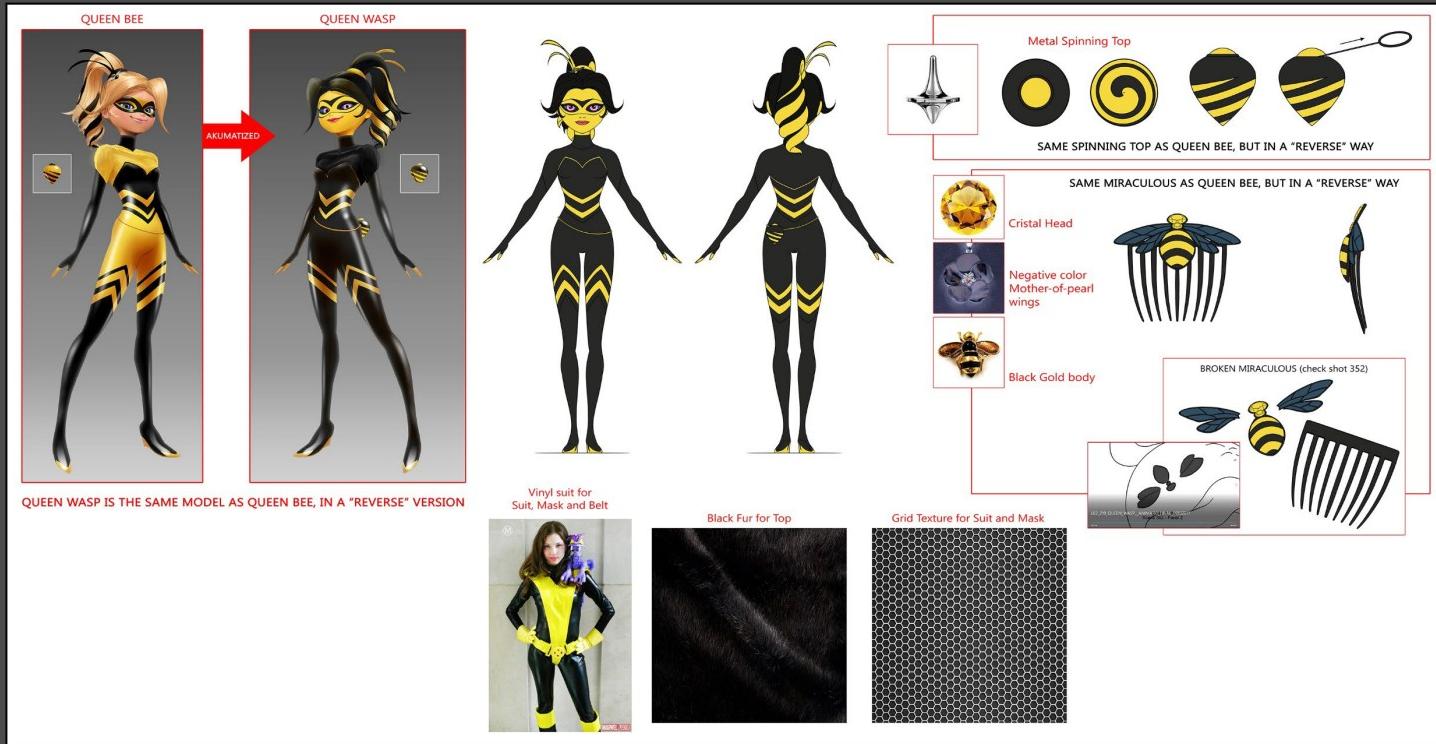


3D model

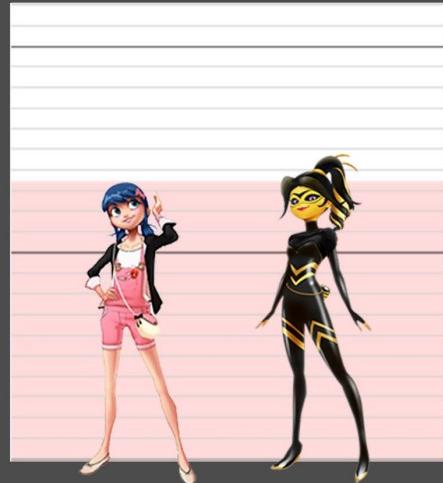


**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_218\_CH006\_ALYA\_GOLDEN\_STATUE



## RELATION SIZE



3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_219\_CH001\_QUEEN\_WASP

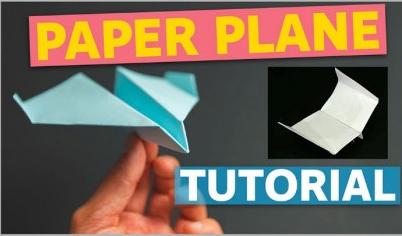




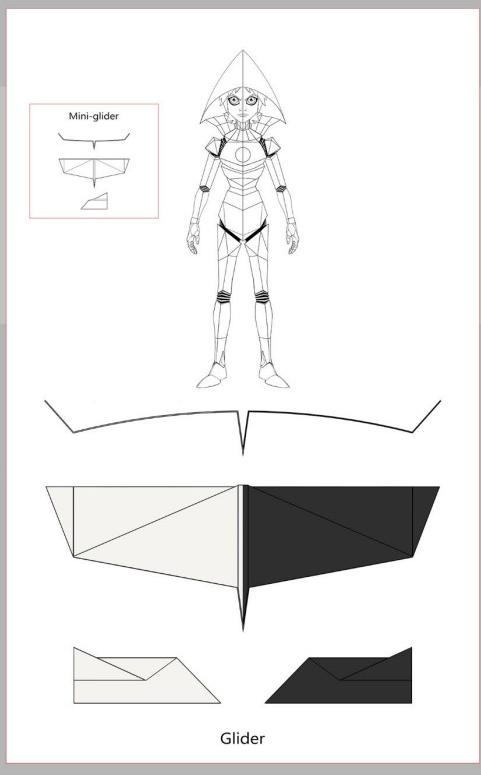
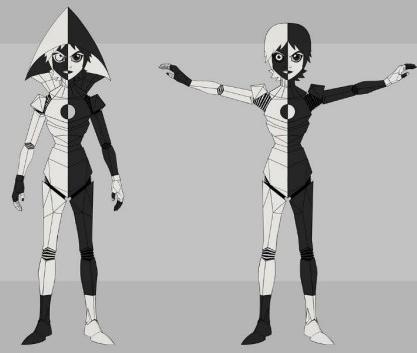
Treat Black & White,  
like Positive and Negative



For the ref size of Reverser, thank you  
to use the same ref size that Marc  
(LB2\_200\_CH036\_MARC\_TURN\_AROUND)  
because Reverser is Marc's akumatized  
(so they are the same size).



Accordion folds for joints

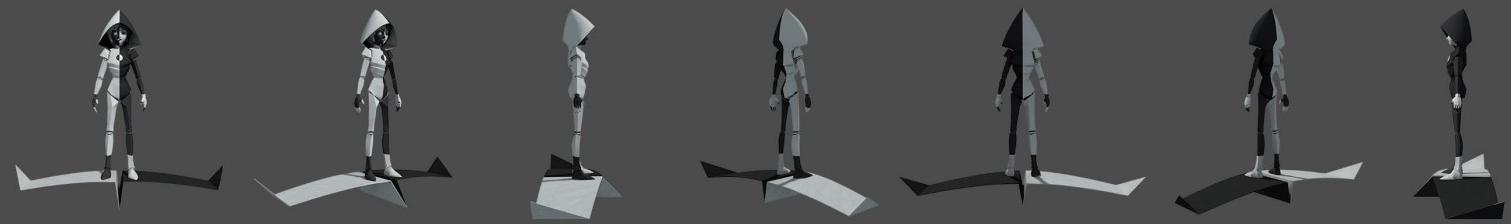


Glider

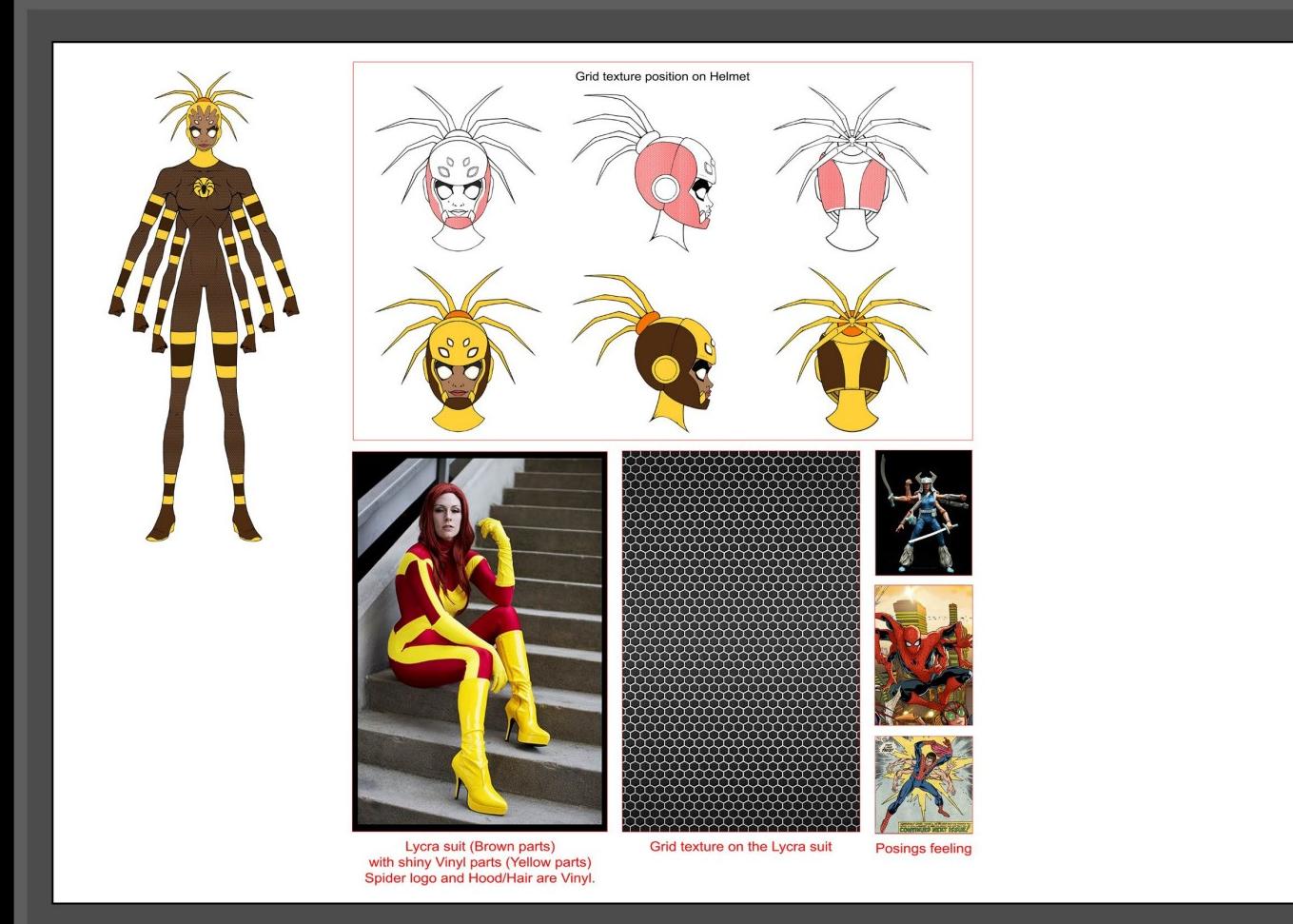
## RELATION SIZE



3D model



LB2\_220\_CH001\_REVERSER



## RELATION SIZE

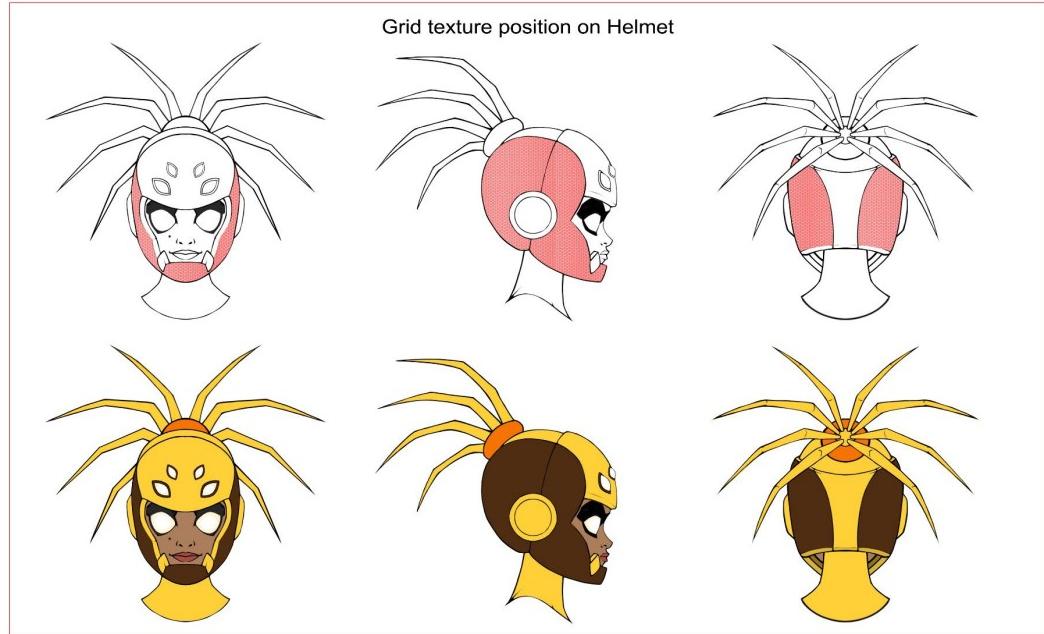


3D model

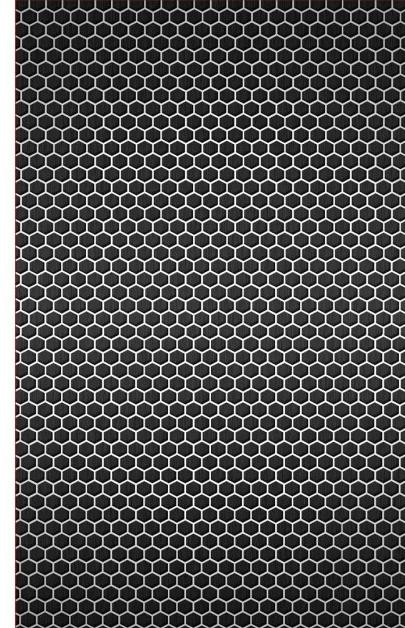


**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_221\_CH001\_ANANSI



Lycra suit (Brown parts)  
with shiny Vinyl parts (Yellow parts)  
Spider logo and Hood/Hair are Vinyl.



Grid texture on the Lycra suit



Posings feeling

Alya's Model is  
for Size Reference only  
Not to be modelled



NORA



WITH BOXING HEADGEAR

AKUMATIZED



ANANSI

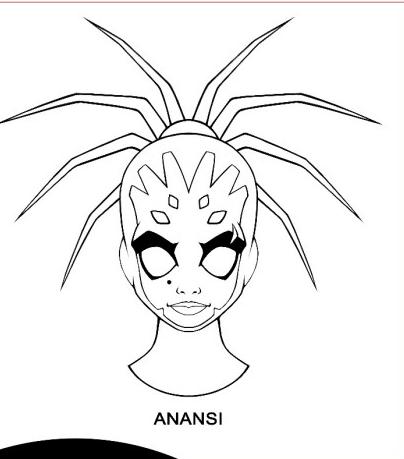


SPIDER LOGO

**miraculous**  
Tales of Ladybug & Cat Noir

2017/07/11

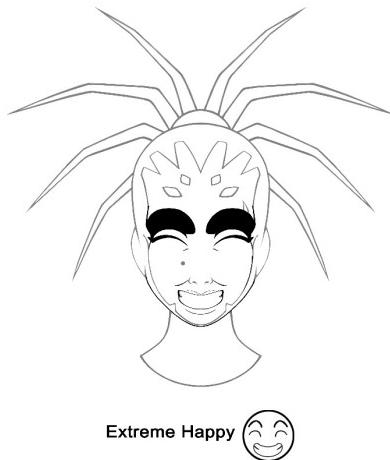
LB2\_221\_CH001\_ANANSI\_CONCEPT\_ART



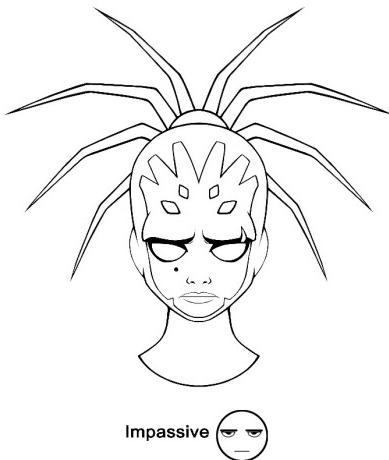
ANANSI



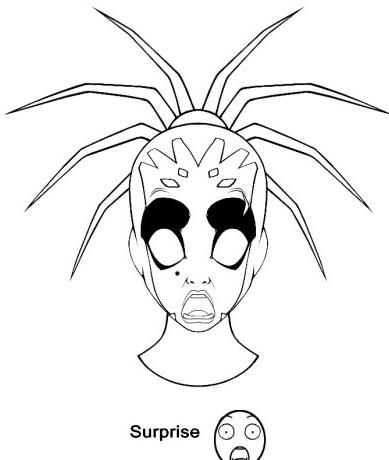
## Extreme Anger



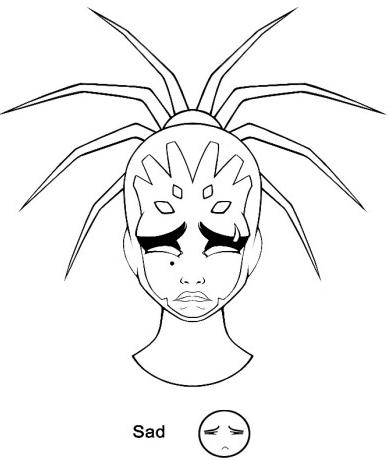
Extreme Happy



### Impassive

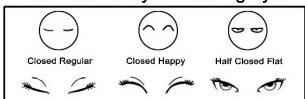


**Surprise**



Sad

We need 3 ways of closing eyes



2017/08/07

LB2\_221\_CH001\_ANANSI\_  
EXPRESSIONS

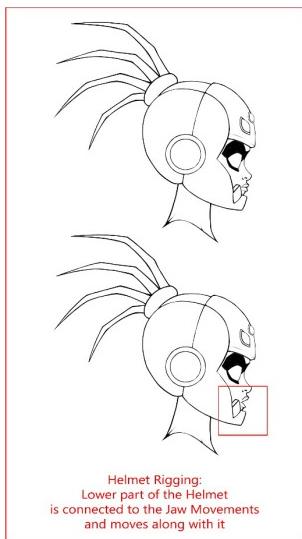
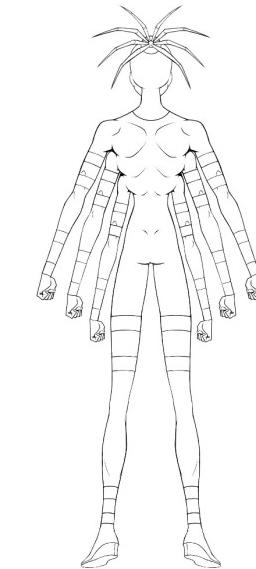
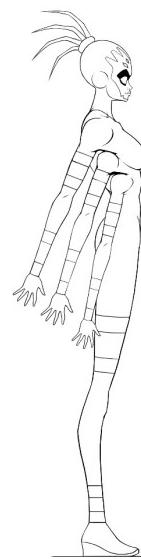
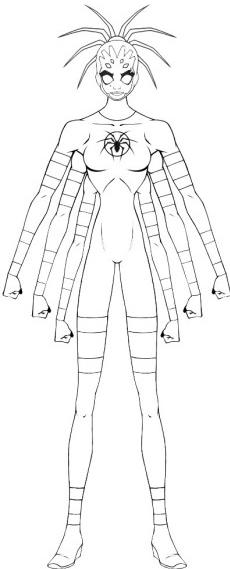


WITH HELMET

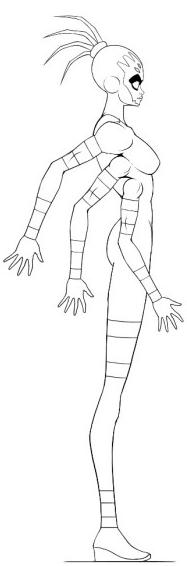
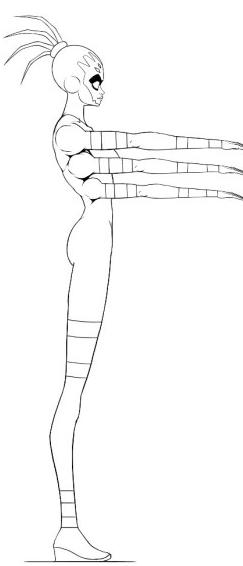
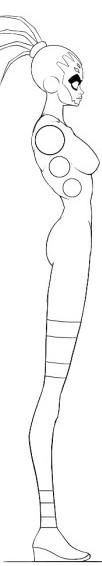
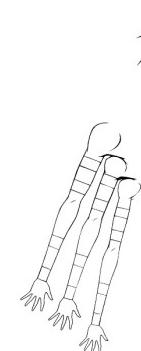
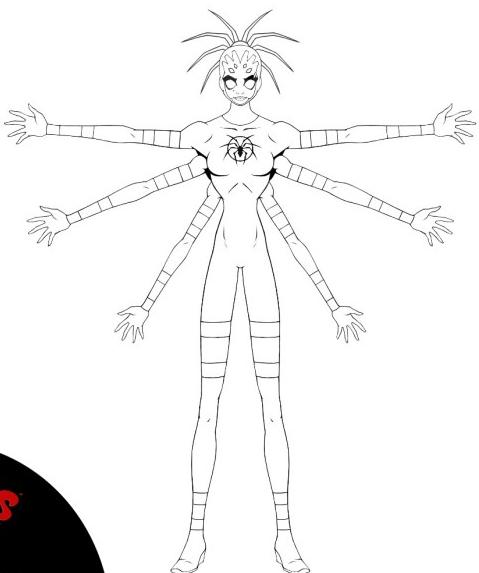
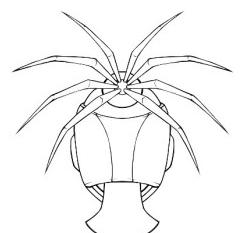
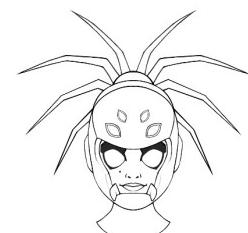


WITHOUT HELMET

Alya's model is  
for Size Reference only  
Not to be modeled

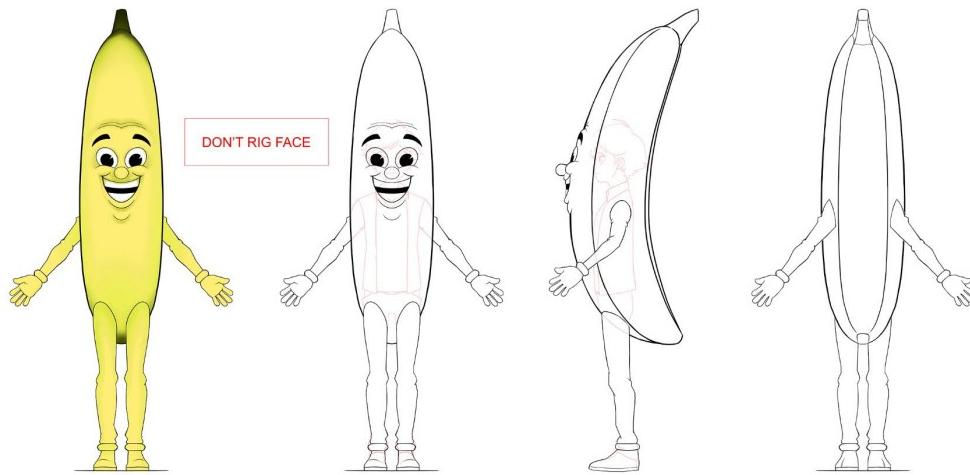
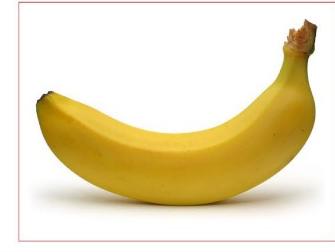


Helmet Rigging:  
Lower part of the Helmet  
is connected to the Jaw Movements  
and moves along with it

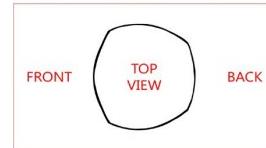




Banana skin texture for body  
Cotton fabric for limbs



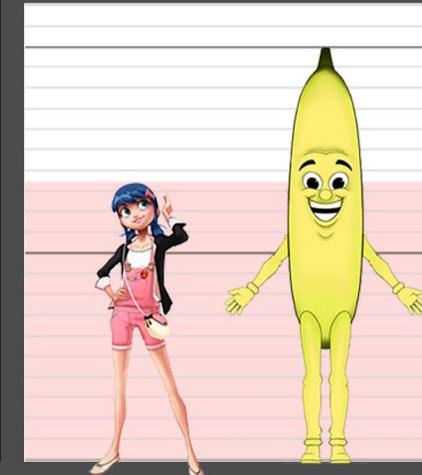
Use Adrien's silhouette and proportions to build the character inside the costume



Anticipate rigging of the banana  
so it can bend, along with the character inside



## RELATION SIZE

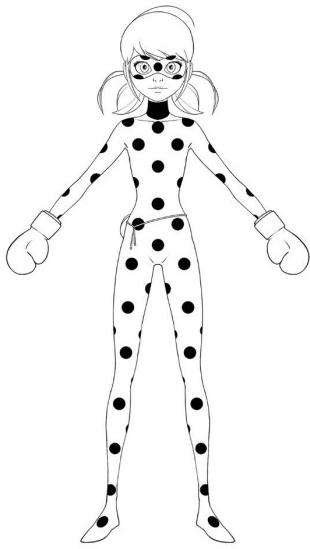


3D model



LB2\_221\_CH002\_BANANA\_COSTUME

Use Ladybug's model and combine it with LB2\_221\_CH003\_LADYBUG\_BOXING\_GLOVE



## RELATION SIZE

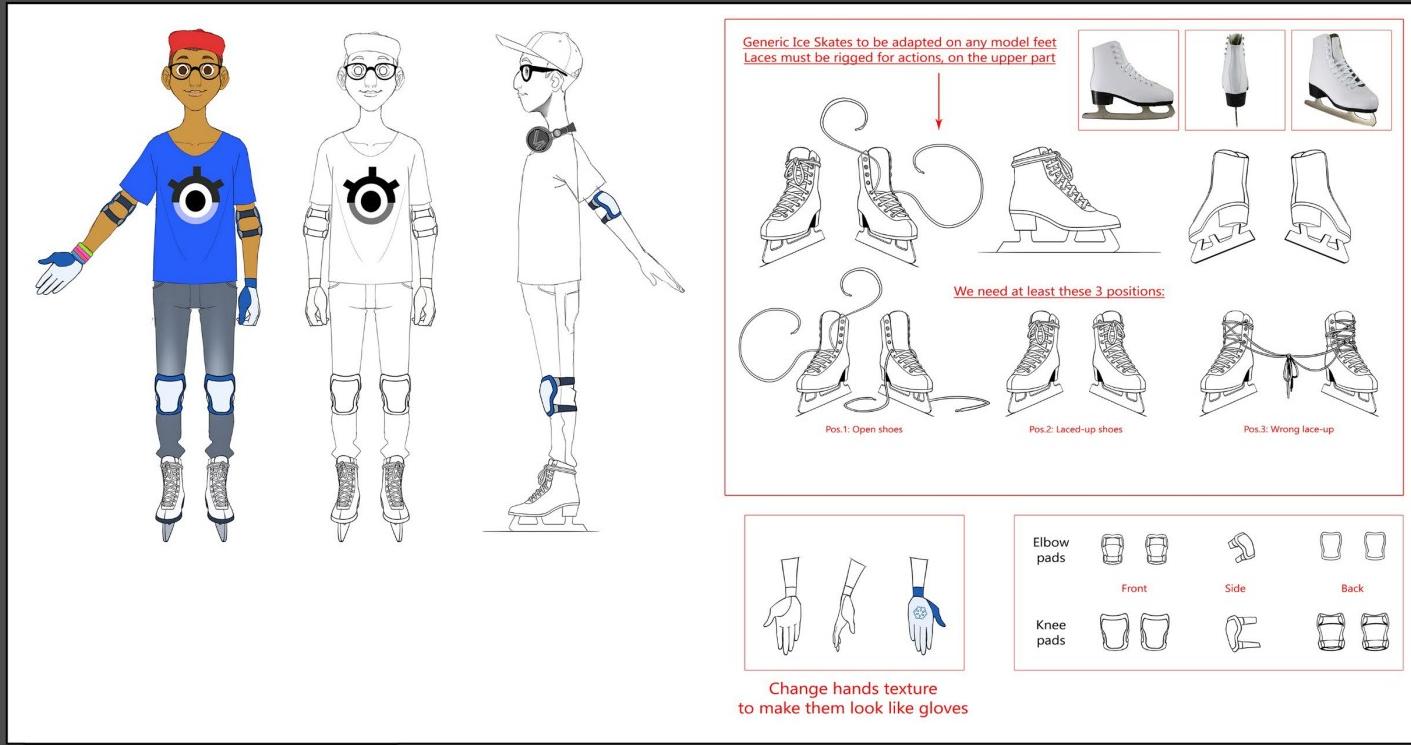


3D model

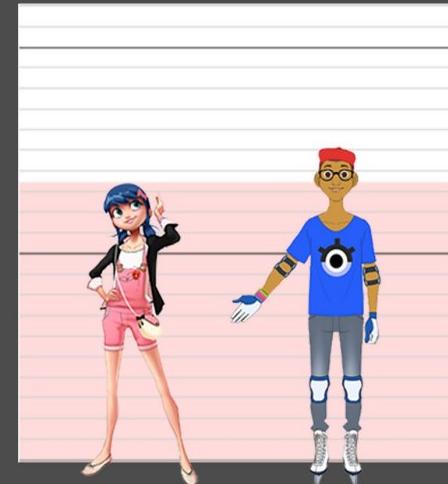


**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_221\_CH003\_LADYBUG\_BOXING\_GLOVE



## RELATION SIZE

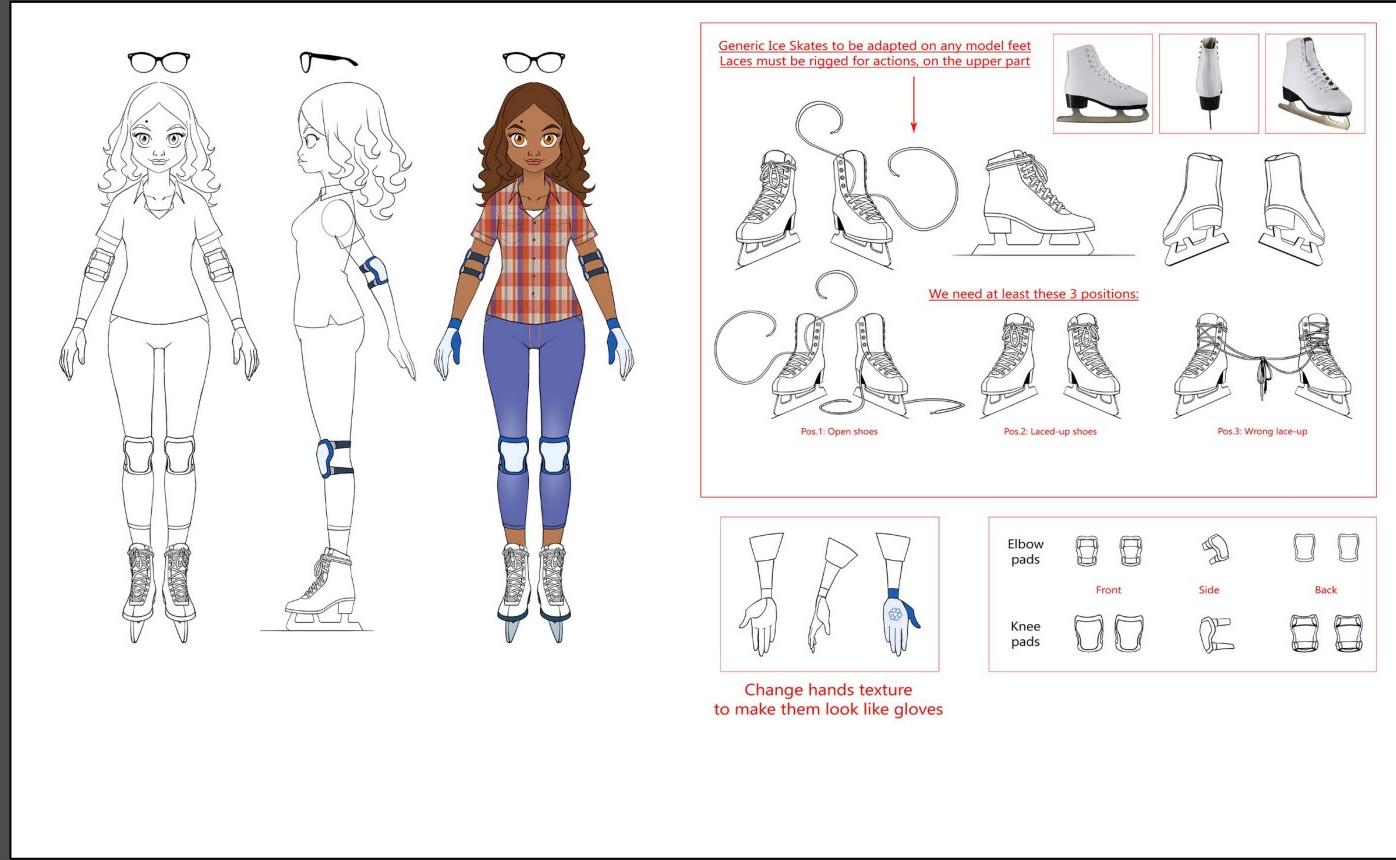


3D model

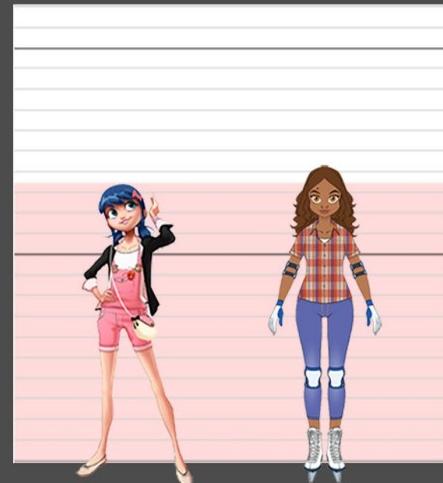


**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_221\_CH004\_NINO\_ICE\_SKATER\_SUITE



## RELATION SIZE



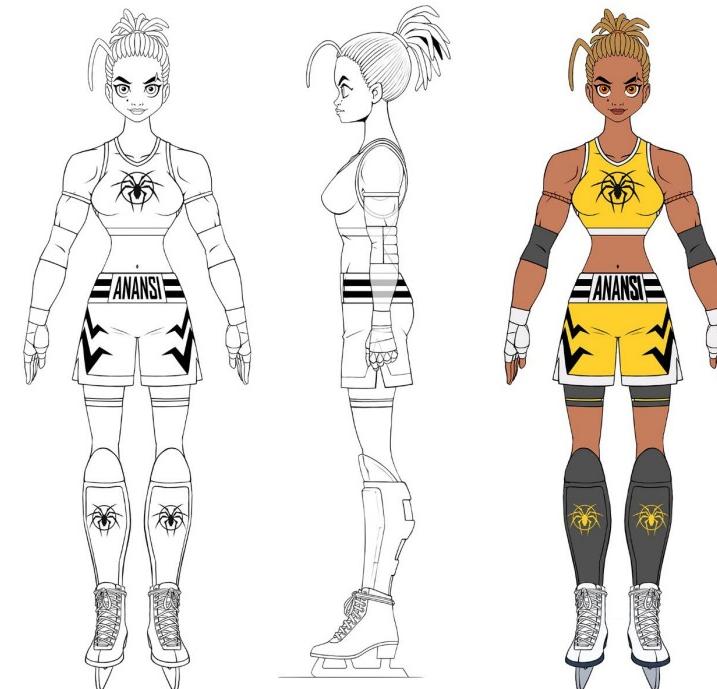
3D model



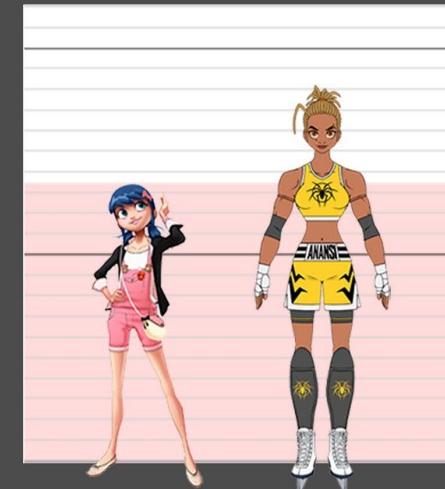
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_221\_CH005\_ALYA\_ICE\_SKATER\_SUITE

Generic Ice Skates to be adapted on any model feet  
Laces must be rigged for actions, on the upper part



## RELATION SIZE



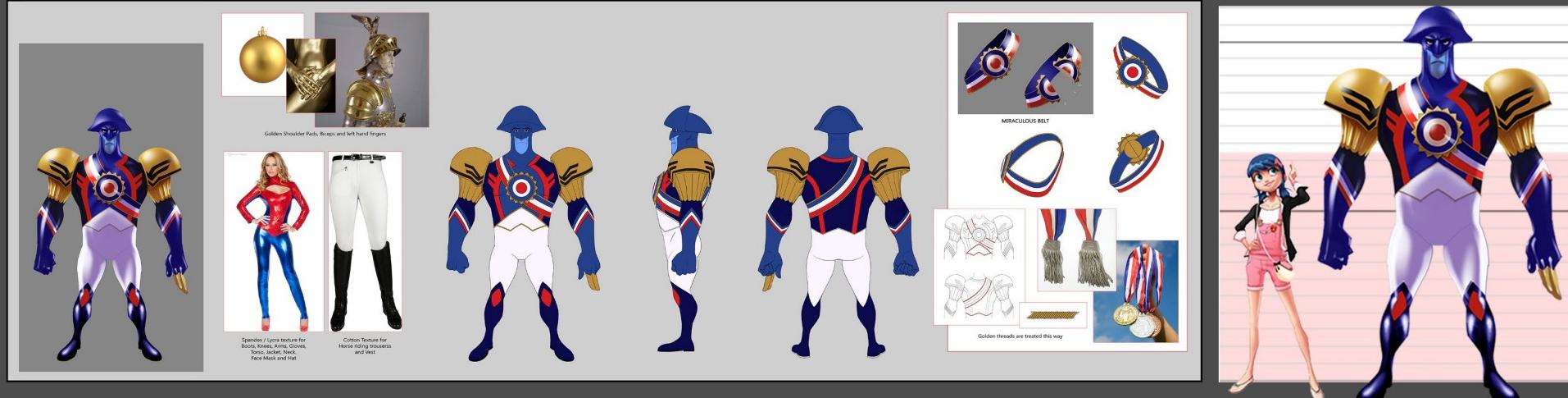
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB\_221\_CH006\_NORA\_ICE\_SKATER\_SUIT

## RELATION SIZE

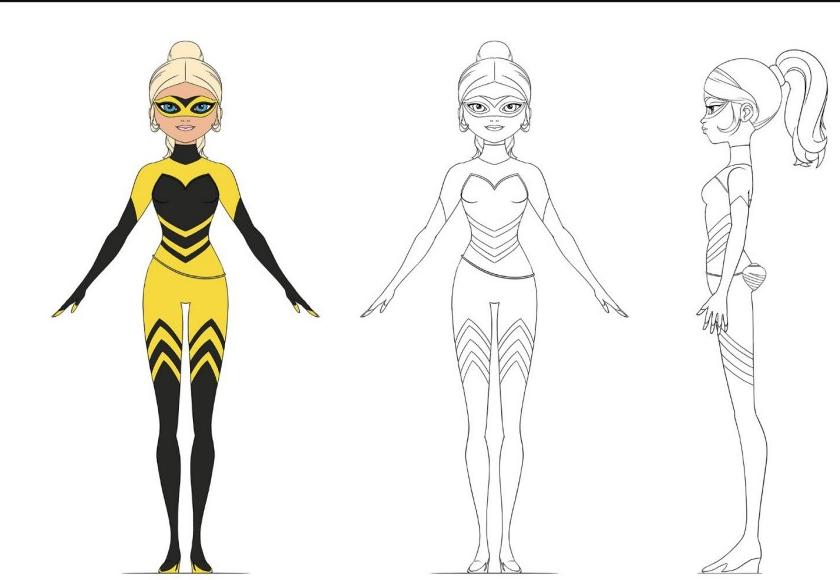


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_222\_CH001\_MALEDIKTOR



Use Chloe's regular Head (with mask) on Queen Bee's body  
Use original texture design, but, remove the Grid texture and replace it with a Fabric texture

**SHADER/MAP**  
Please reuse the same shader but modify the reflection color map and add a bump map

Example on Ladybug, as it was done for LB2\_209\_CH003\_MARINETTE\_LADYBUG\_SUIT\_WITHOUT\_MASK

Reflection

- Reflection Color: Red (Amount: 0.350)
- Height Glossiness: 0.428
- Reflection Glossiness: 0.420
- Reflection Scale: 1.000
- Reflection Subdivs: 8 (Use Periodic)
- Principled DS: 1.000
- Diffuse Map: (None)
- Bump Map: (None)
- Bump Delta Scale: 1.000

Bump and Normal mapping

- Normal Map: (None)
- Bump Map: (None)
- Bump Delta Scale: 1.000

Use this map for both parameters : LB100\_c02\_Marinette\_Jumper\_bp

## RELATION SIZE



3D model

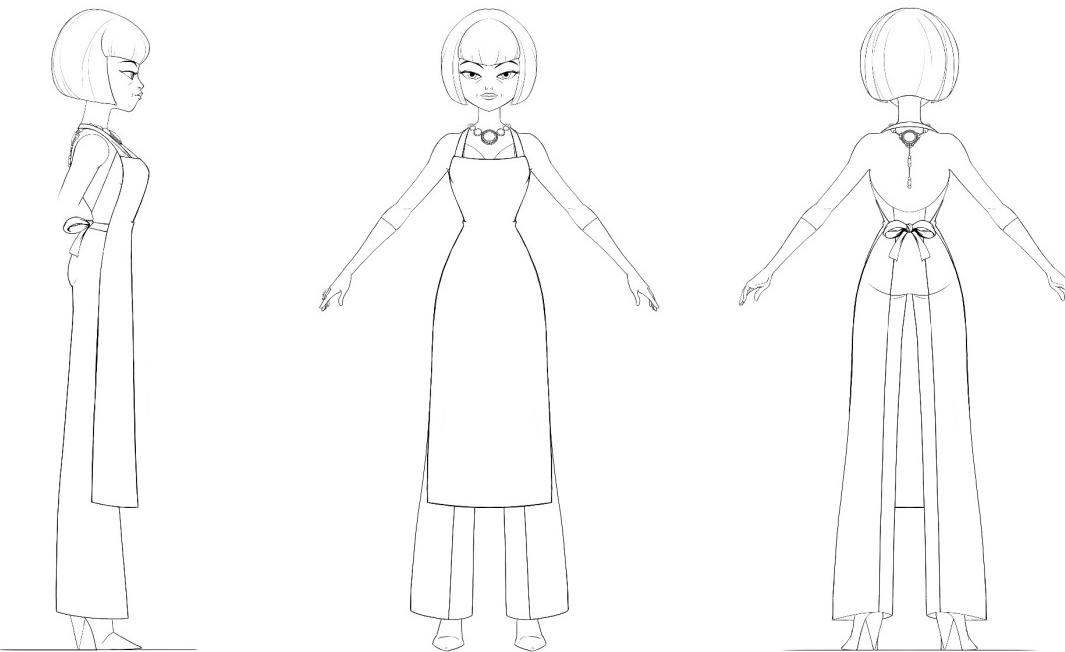


LB2\_222\_CH002\_CHLOE\_QUEEN\_BEE\_SUIT





Use LB2\_200\_CH033\_AUDREY\_BOURGEOIS's model, and mix it with with Apron, from LB2\_200\_CH060\_MARINETTE\_APron



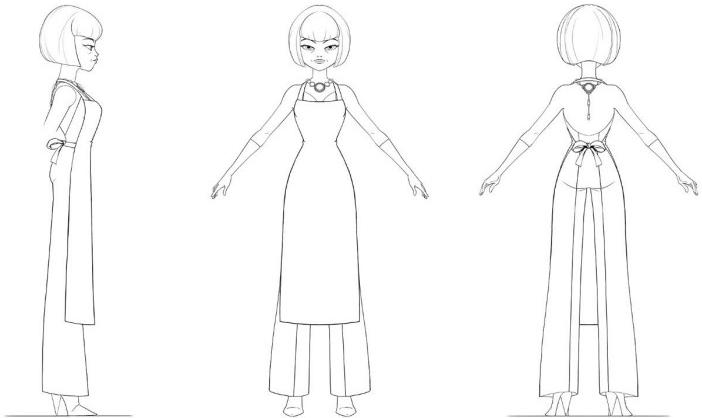
**miraculous**  
Tales of Ladybug & Cat Noir

2017/11/14

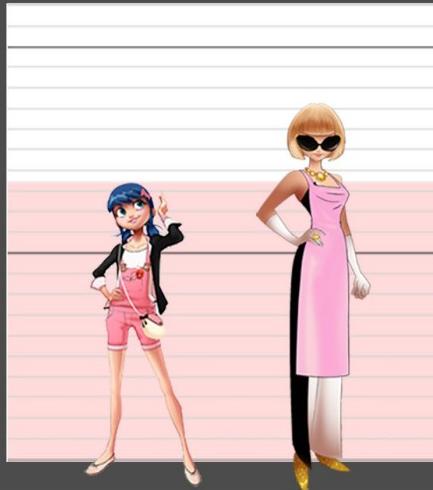
LB2\_222\_CH003\_AUDREY\_BOURGEOIS\_APron



Use LB2\_200\_CH033\_AUDREY\_BOURGEOIS's model, and mix it with Apron, from LB2\_200\_CH060\_MARINETTE\_APRON



## RELATION SIZE

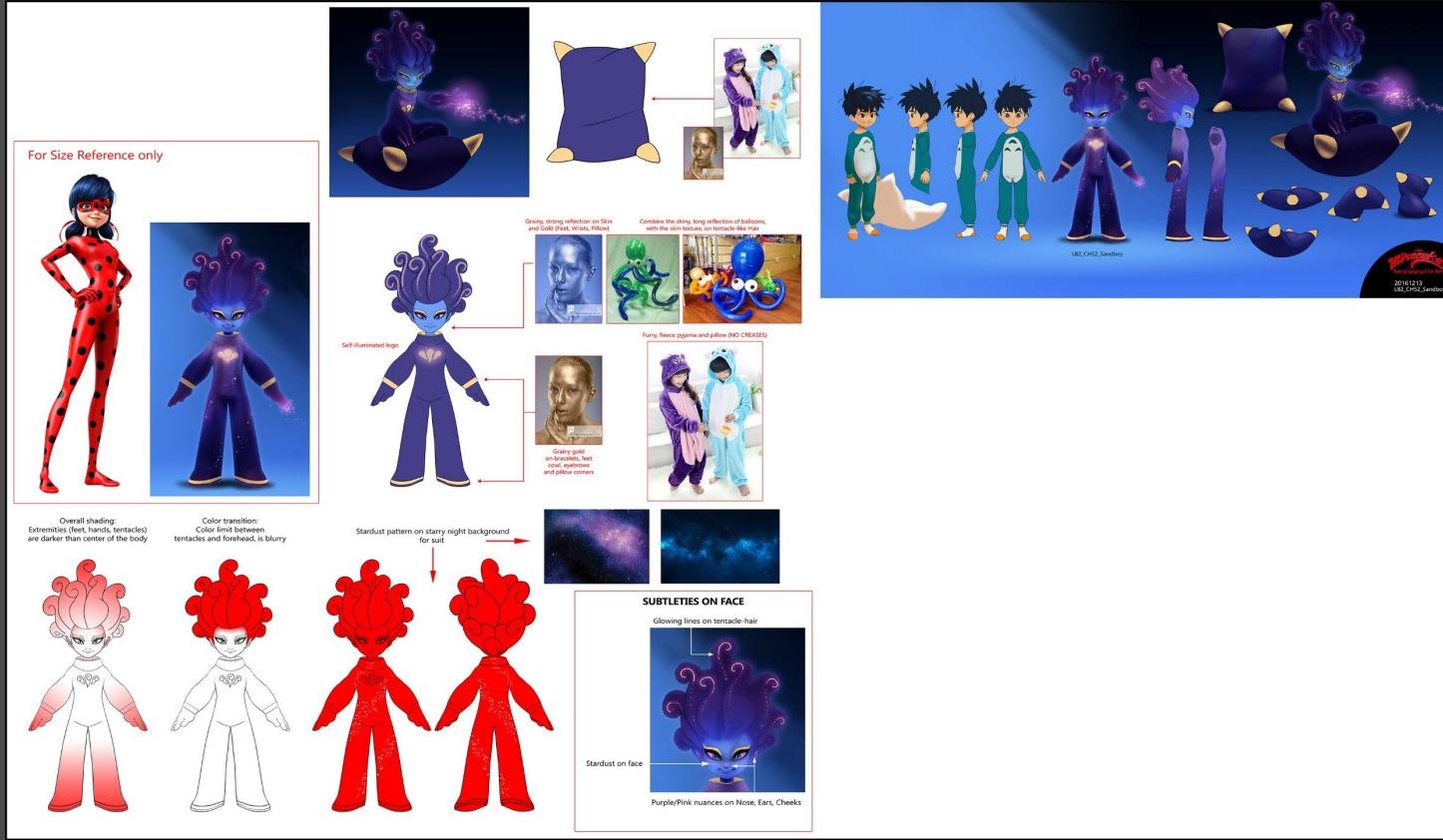


3D model



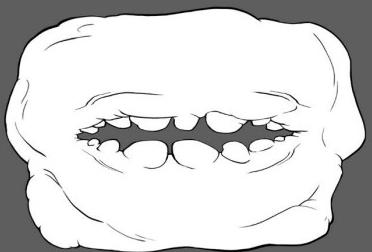
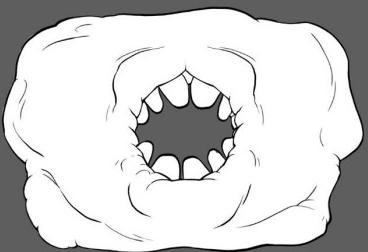
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_222\_CH003\_MME\_AUDREY\_BOURGEOIS\_APRON

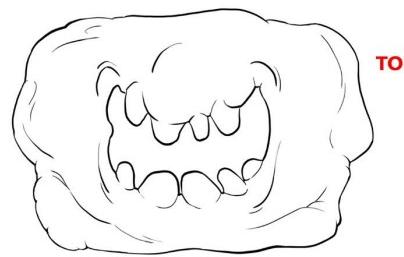


## RELATION SIZE





Pastry is supposed to talk. Rig it for Lips Synch



SIDE



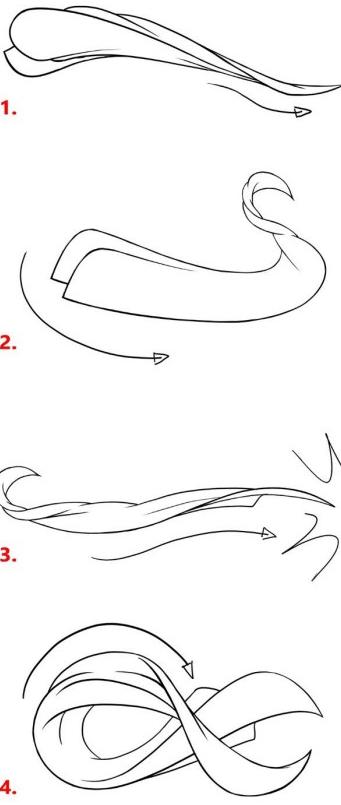
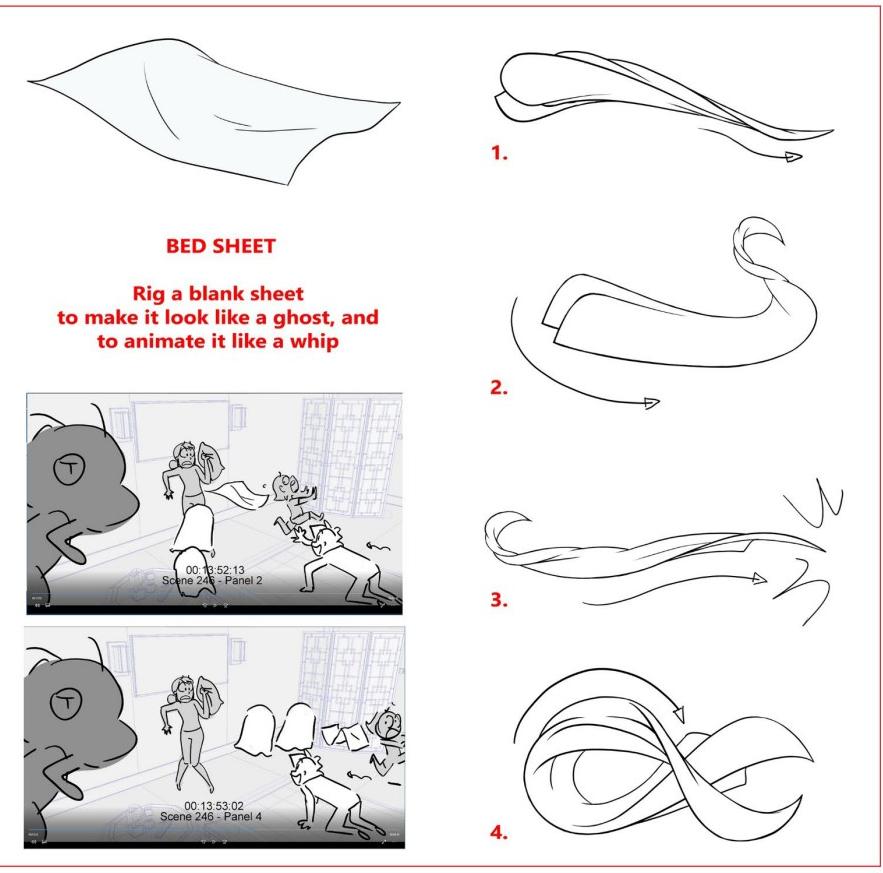
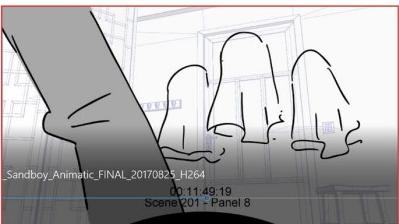
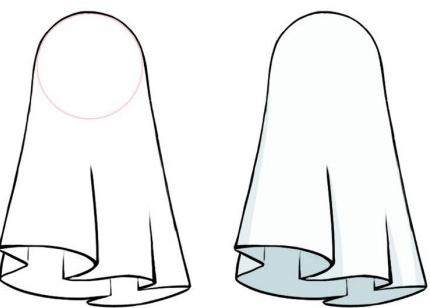
## RELATION SIZE



3D model



LB2\_223\_CH002\_PAstry\_ALIVE



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

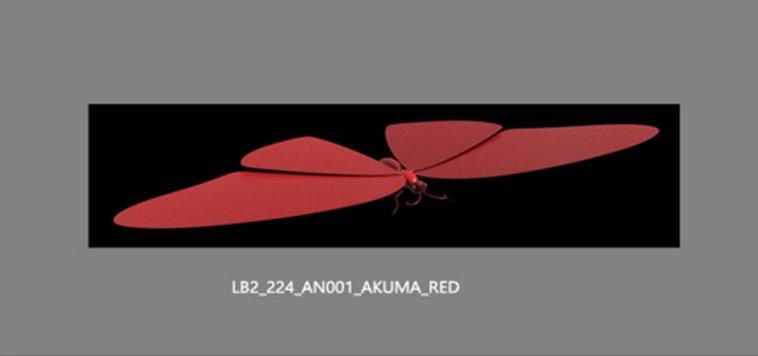
LB2\_223\_CH003\_GHOST

#225 #224

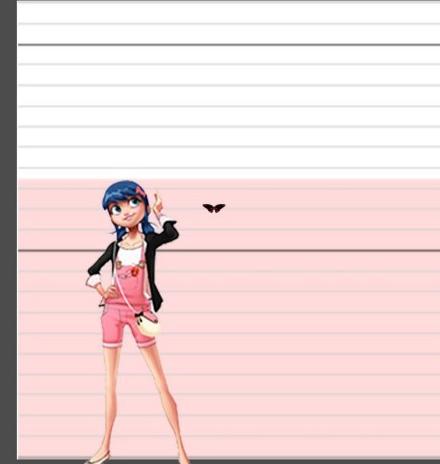
CHARACTER



SCARLET CHARACTER



RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_AN001\_AKUMA\_RED

**SC363 #224**

SCARLET CHARACTER

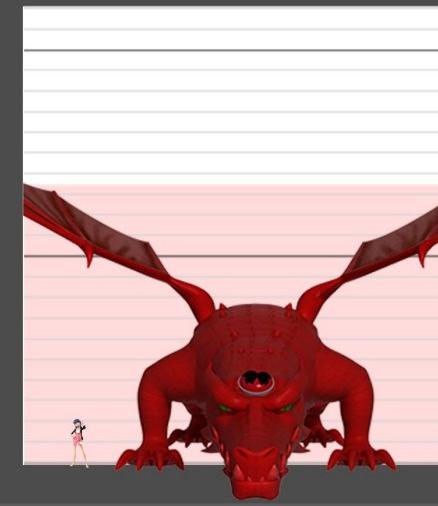


LB\_AN10\_Dragon



LB2\_224\_AN002\_SCARLET\_DRAGON

**RELATION SIZE**



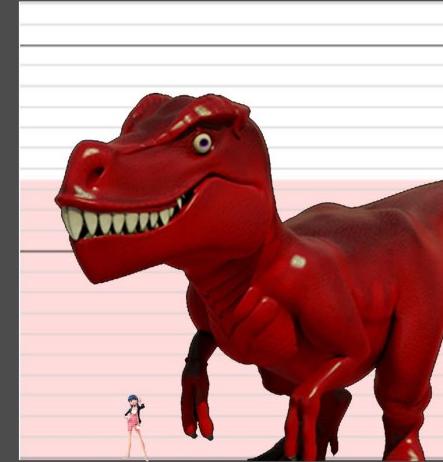
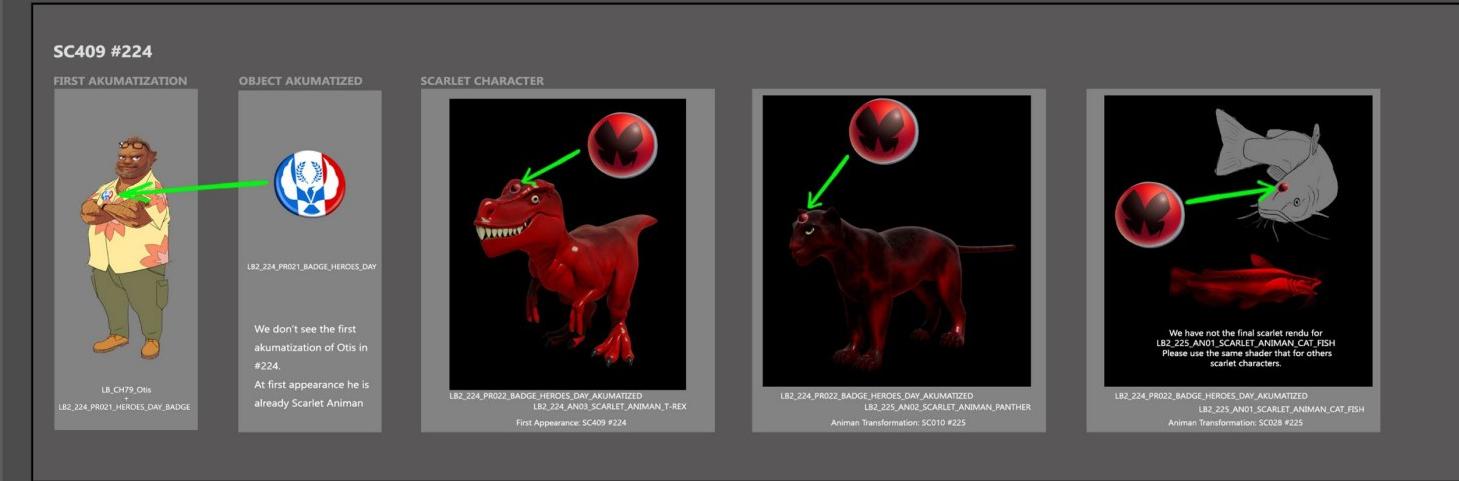
3D model



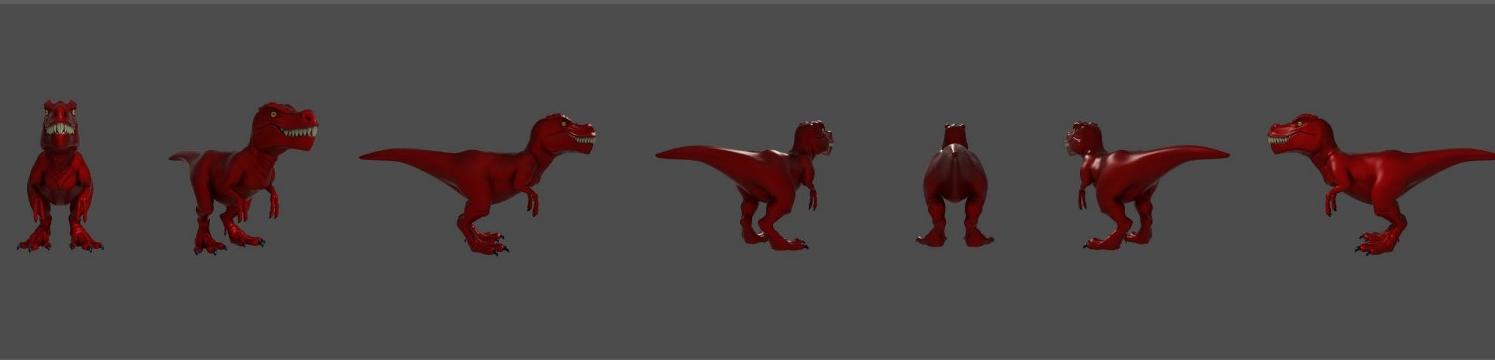
**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_AN002\_SCARLET\_DRAGON

## RELATION SIZE



3D model



LB2\_224\_AN003\_SCARLET\_TREX



Catalyst character is connected to LB2\_CH01\_Collector character  
Use the same rendering technique and textures, for Catalyst costume



## RELATION SIZE



3D model



LB2\_224\_CH001\_CATALYST



Catalyst character is connected to LB2\_CH01\_Collector character  
Use the same rendering technique and textures, for Catalyst costume



LB1\_100\_CH033\_NATHALIE

For Size Reference only



AKUMATIZED

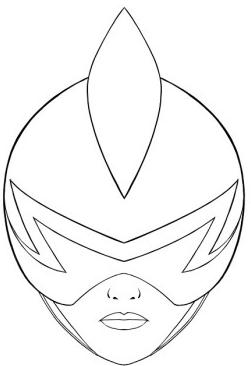
CATALYST



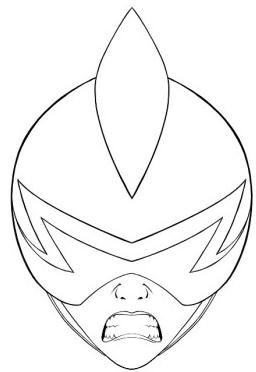
**Miraculous**  
Tales of Ladybug & Cat Noir

2017/09/28

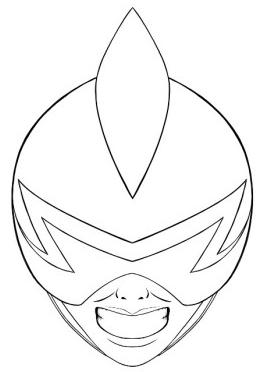
LB2\_224\_CH001\_CATALYST\_CONCEPT\_ART



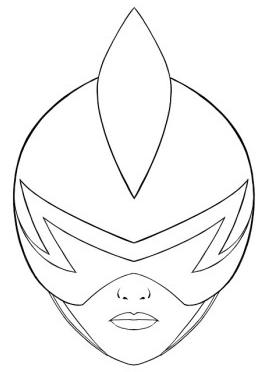
CATALYST



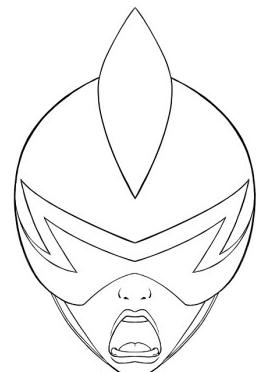
Extreme Anger



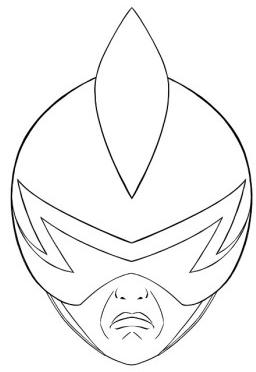
Extreme Happy



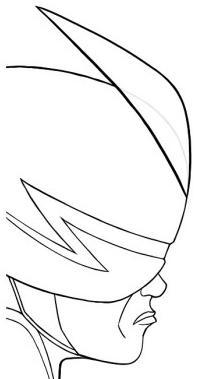
Impassive



Surprise



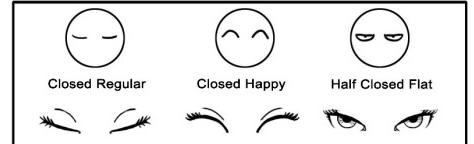
Sad



We need shrinking pupils



We need 3 ways of closing eyes



#225 #224

CHARACTER



LB1\_100\_CH007\_HAWKMOTH

SCARLET CHARACTER



LB2\_224\_CH002\_SCARLET\_MOTH

RELATION SIZE



3D model



LB2\_224\_CH002\_SCARLET\_MOTH



## SC249 #224

FIRST AKUMATIZATION



LB1\_100\_CH049\_NADJA\_CHAMACK

OBJECT AKUMATIZED



LB1\_100\_PR171\_MIKE\_TV\_NEWS

SCARLET CHARACTER



LB2\_224\_CH003\_SCARLET\_AUDIMATRIX  
LB2\_224\_PR021\_MICROPHONE\_SCARLET\_AUDIMATRIX

## RELATION SIZE



3D model



LB2\_224\_CH003\_SCARLET\_AUDIMATRIX

## SC249 #224

FIRST AKUMATIZATION



LB1\_100\_CH068\_JAGGED\_STONE

OBJECT AKUMATIZED



LB1\_100\_PR422\_JAGGED\_STONE\_ELECTRIC\_GUITAR

SCARLET CHARACTER



LB2\_224\_CH004\_SCARLET\_GUITAR\_VILLAIN  
LB2\_224\_PR024\_SCARLET\_GUITARVILAIN\_GUITAR

## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_CH004\_SCARLET\_GUITAR\_VILLAIN

**SC257 #224**

FIRST AKUMATIZATION



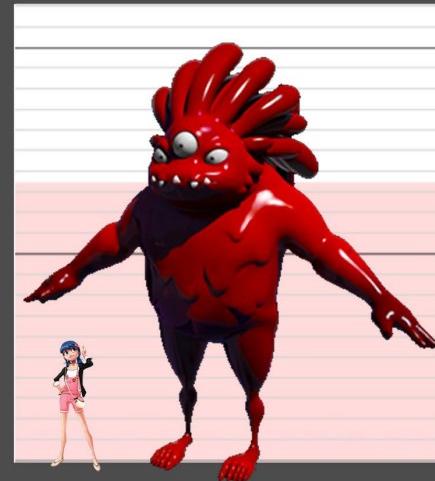
OBJECT AKUMATIZED



SCARLET CHARACTER



**RELATION SIZE**



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_CH006\_SCARLET\_TERRIFICATOR

## SC260 #224

### FIRST AKUMATIZATION



### OBJECT AKUMATIZED



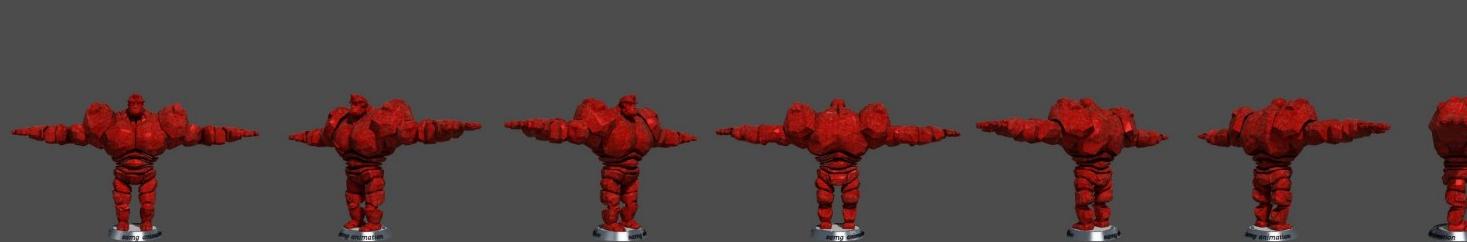
### SCARLET CHARACTER



### RELATION SIZE



### 3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_CH007\_SCARLET\_STONERHEART

**SC262 #224**

FIRST AKUMATIZATION



LB\_CH12\_Max  
+  
LB\_224\_PR021\_BADGE\_HEROES\_DAY

OBJECT AKUMATIZED



LB\_p007\_sphone

SCARLET CHARACTER



LB2\_224\_CH008\_SCARLET\_GAMER  
SC262



LB2\_224\_CH020\_SCARLET\_GAMER\_ROBOT  
SC409

## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_CH008\_SCARLET\_GAMER

SC263 #224

FIRST AKUMATIZATION



OBJECT AKUMATIZED



SCARLET CHARACTER



SC155 #225

SECOND AKUMATIZATION



OBJECT AKUMATIZED



SCARLET CHARACTER



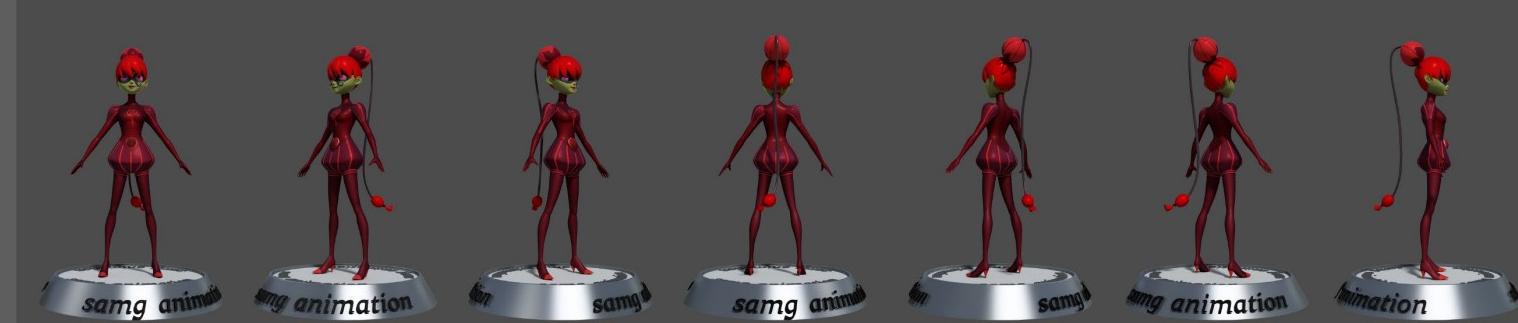
## RELATION SIZE



3D model



LB2\_224\_CH009\_SCARLET\_PRINCESS\_FRAGANCE



**SC279 #224**

FIRST AKUMATIZATION



OBJECT AKUMATIZED



SCARLET CHARACTER



## RELATION SIZE



3D model



LB2\_224\_CH010\_SCARLET\_DARKCUPID

**SC279 #224**

FIRST AKUMATIZATION



OBJECT AKUMATIZED

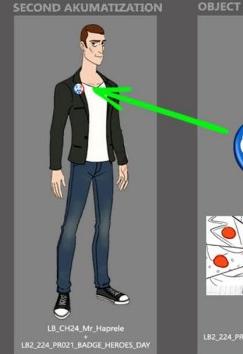


SCARLET CHARACTER



**SC155 #225**

SECOND AKUMATIZATION



OBJECT AKUMATIZED



SCARLET CHARACTER



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB\_224\_CH011\_SCARLET\_THE\_MIME

**SC260 #224**

FIRST AKUMATIZATION



LB\_CH34\_The\_Gorilla

OBJECT AKUMATIZED



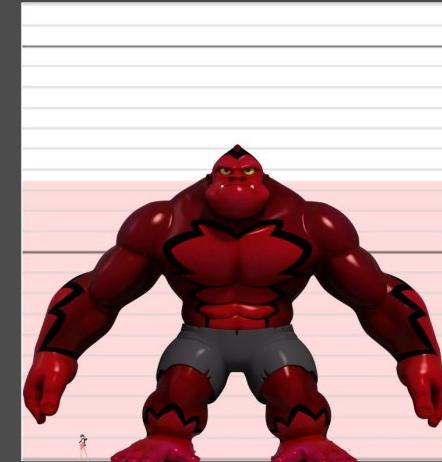
LB\_p007\_sphone

SCARLET CHARACTER



LB2\_224\_CH012\_SCARLET\_GORILLA

**RELATION SIZE**



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_CH012\_SCARLET\_GORILLA

**SC279 #224**

FIRST AKUMATIZATION



LB\_CH18\_Alix  
+  
LB2\_224\_PR021\_BADGE\_HEROES\_DAY

OBJECT AKUMATIZED



SCARLET CHARACTER



LB2\_224\_CH013\_SCARLET\_TIMEBREAKER

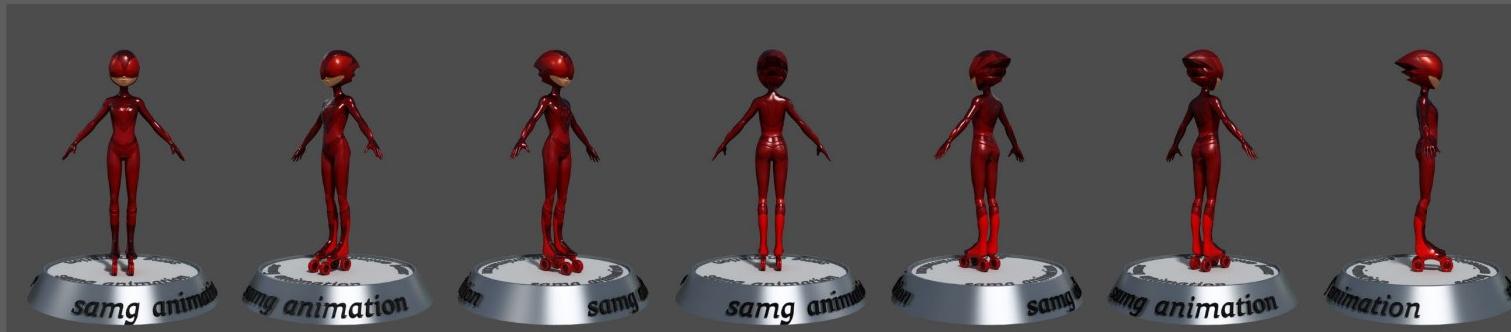
**RELATION SIZE**

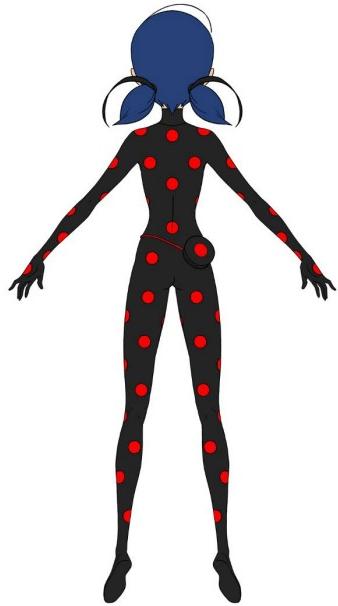
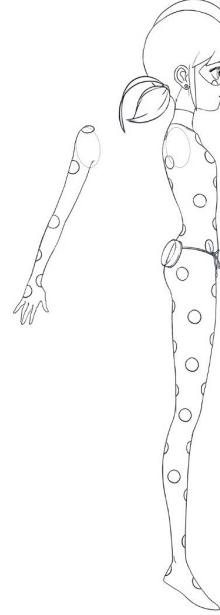
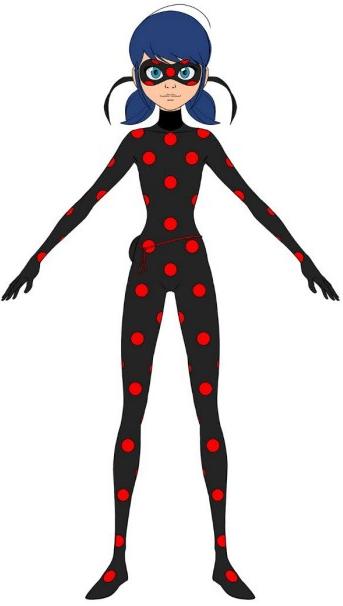


3D model



LB2\_224\_CH013\_SCARLET\_TIMEBREAKER





Antibug character is the same model and texture as Ladybug's.  
Just reverse the colors on costume

## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

## SC409 #224

### FIRST AKUMATIZATION



LB2\_200\_CH003\_BABY\_AUGUST

### OBJECT AKUMATIZED



Baby August's Bracelet

We don't see the first akumatization of Baby August in #224.  
At first appearance he is already Scarlet Gigantitan

### SCARLET CHARACTER



LB2\_224\_CH015\_SCARLET\_GIGANTITAN

## RELATION SIZE

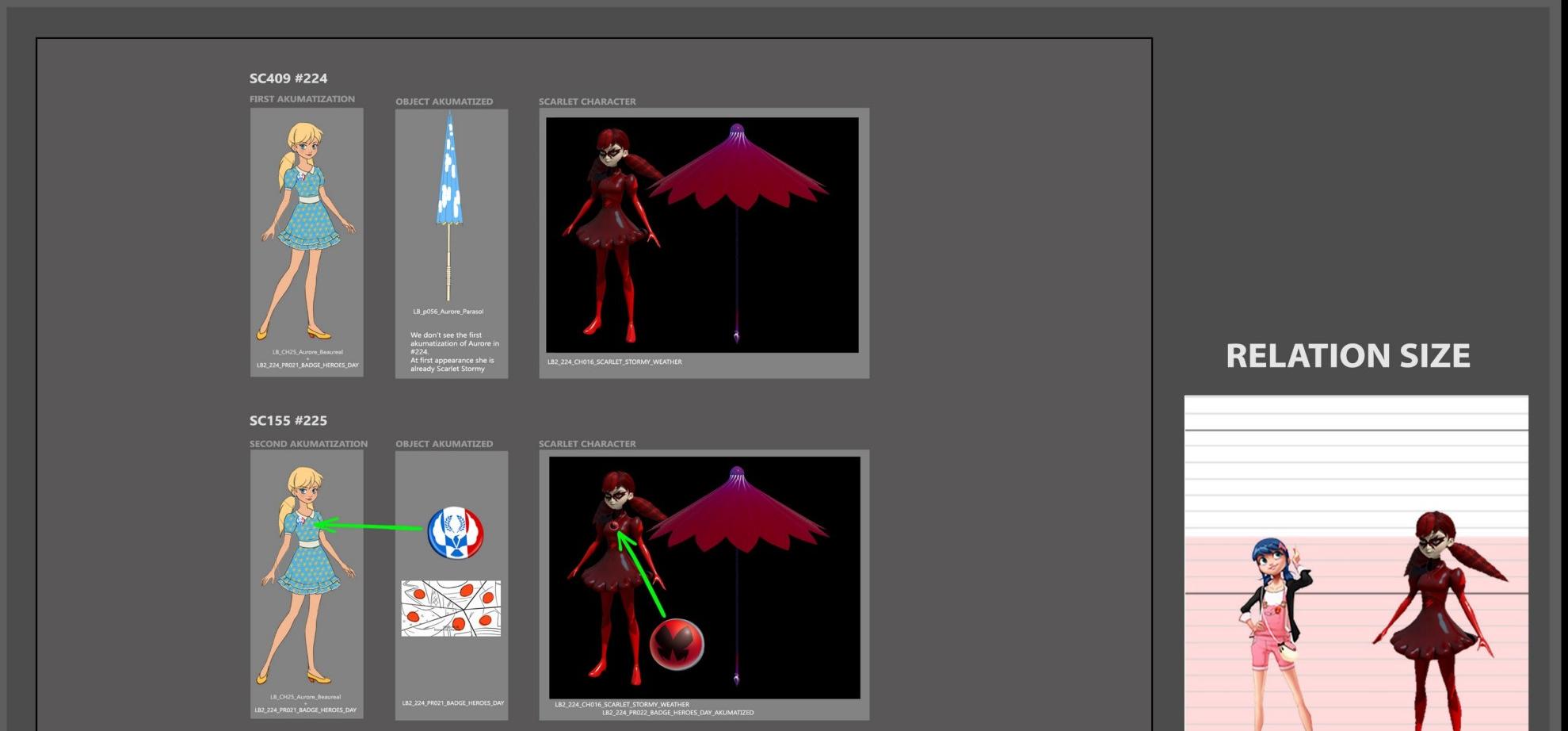


### 3D model

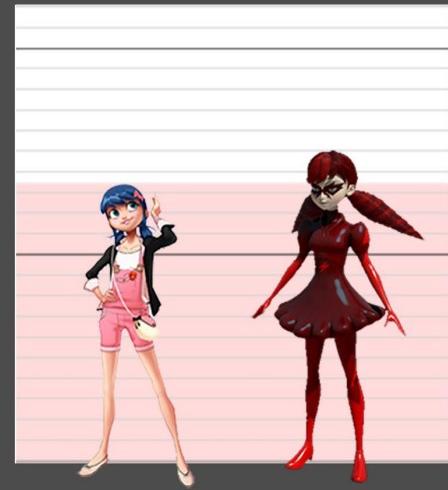


**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_CH015\_SCARLET\_GIGANTITAN



## RELATION SIZE



**SC155 #225**

**SECOND AKUMATIZATION**

LB\_CH81\_Jall\_Kubdel + LB2\_224\_PR021\_BADGE\_HEROES\_DAY

**OBJECT AKUMATIZED**

LB2\_224\_PR022\_BADGE\_HEROES\_DAY\_AKUMATIZED

**SCARLET CHARACTER**

remove the scarab necklace  
LB2\_224\_PR022\_BADGE\_HEROES\_DAY\_AKUMATIZED LB2\_224\_CH017\_SCARLET\_PHARAOH

**SC409 #224**

**FIRST AKUMATIZATION**

LB\_CH81\_Jall\_Kubdel LB2\_224\_PR021\_BADGE\_HEROES\_DAY

**OBJECT AKUMATIZED**

LB\_p236\_Jall\_Kubdel\_Pendant

We don't see the first akumatization of Jall in #224. At first appearance she is already Pharaoh

**SCARLET CHARACTER**

LB2\_224\_PR022\_BADGE\_HEROES\_DAY\_AKUMATIZED LB2\_225\_CH014\_SCARLET\_PHARAOH\_SICKMET LB2\_225\_CH013\_SCARLET\_PHARAOH\_HOROS

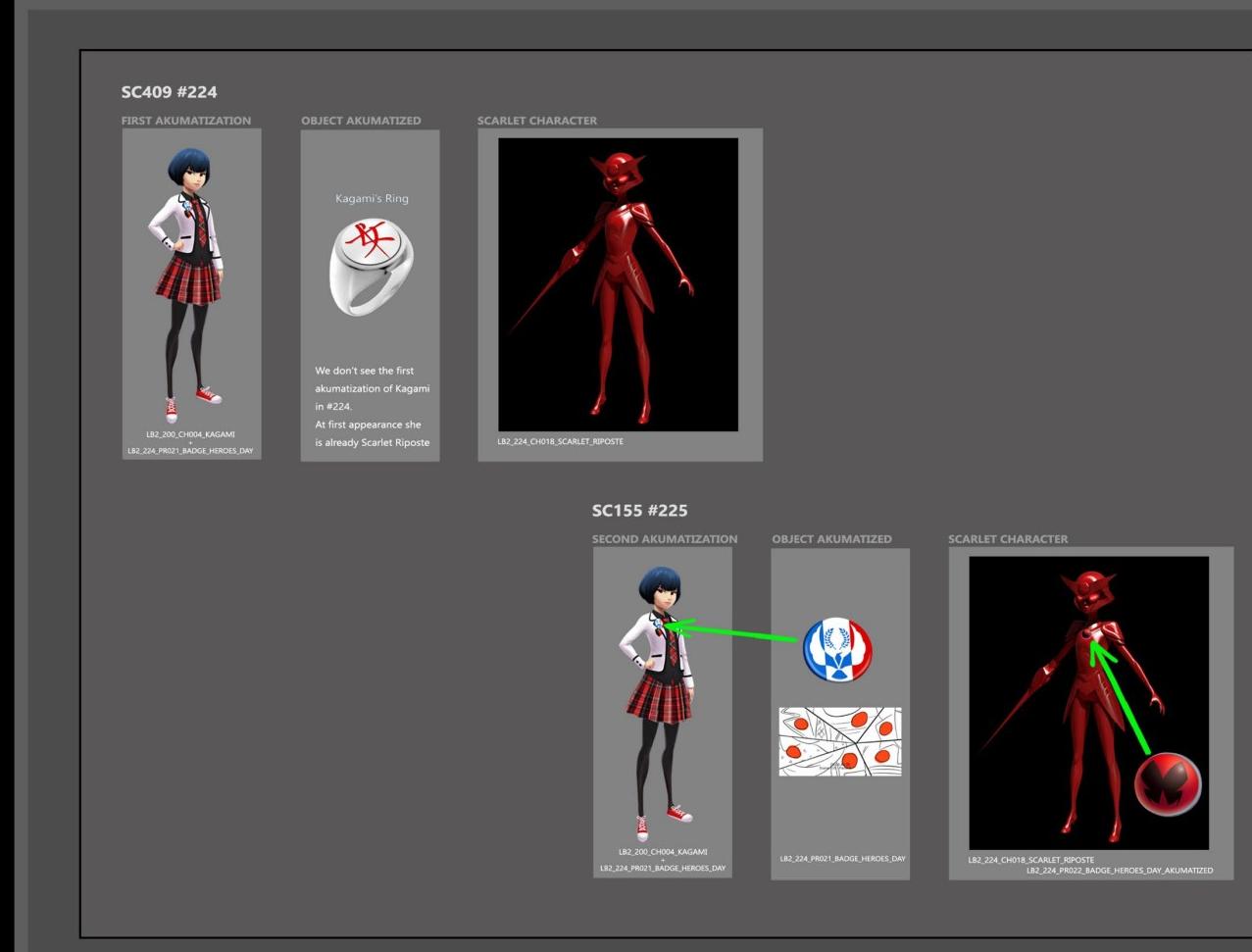
## RELATION SIZE



3D model



LB2\_224\_CH017\_SCARLET\_PHARAOH



## RELATION SIZE



**SC409 #224**

FIRST AKUMATIZATION



LB\_CH40\_Agent\_Roger  
LB2\_224\_PR021\_BADGE\_HEROES\_DAY

OBJECT AKUMATIZED



LB\_PR065\_Roger\_Whistle

SCARLET CHARACTER



LB2\_224\_CH019\_SCARLET\_ROGERCOP

We don't see the first akumatization of Roger in #224.  
At first appearance he is already Scarlet Rogercop

**SC155 #225**

SECOND AKUMATIZATION



LB\_CH40\_Agent\_Roger  
LB2\_224\_PR021\_BADGE\_HEROES\_DAY

OBJECT AKUMATIZED



LB2\_224\_PR021\_BADGE\_HEROES\_DAY

SCARLET CHARACTER



LB2\_224\_CH022\_SCARLET\_ROGERCOP  
LB2\_224\_PR020\_BADGE\_HEROES\_DAY\_AKUMATIZED

## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_224\_CH019\_SCARLET\_ROGERCOP

## SC409 #224

### FIRST AKUMATIZATION



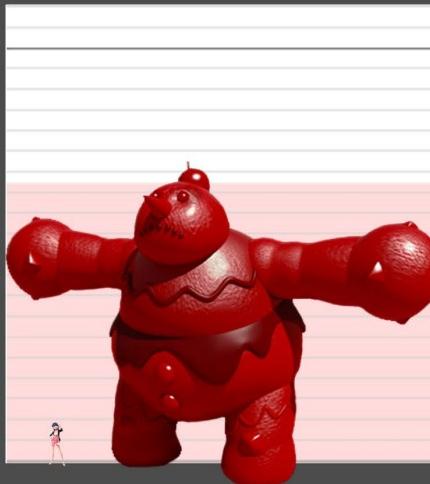
### OBJECT AKUMATIZED



### SCARLET CHARACTER



### RELATION SIZE



### 3D model



LB2\_224\_CH021\_SCARLET\_GLACIATOR

**SC259 #225**

AKUMATIZATION



LB\_CH79\_Otis  
+  
LB\_224\_PR021\_BADGE\_HEROES\_DAY

OBJECT AKUMATIZED

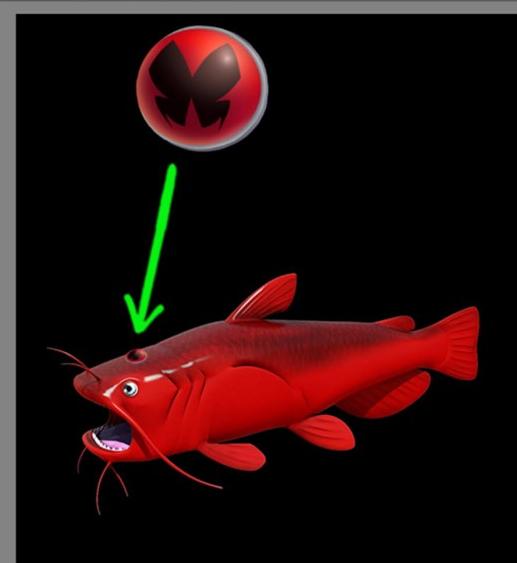


LB2\_224\_PR021\_BADGE\_HEROES\_DAY

We don't see the first akumatization of Otis in #224.

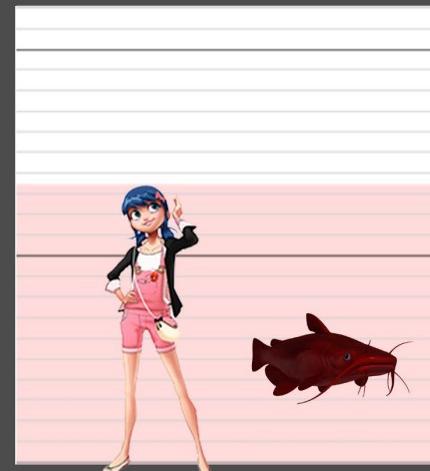
At first appearance he is already Scarlet Animan

SCARLET CHARACTER



LB2\_224\_PR022\_BADGE\_HEROES\_DAY\_AKUMATIZED  
LB2\_225\_AN01\_SCARLET\_ANIMAN\_CAT\_FISH

**RELATION SIZE**



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_225\_AN01\_SCARLET\_ANIMAN\_CAT\_FISH

## SC241 #225

### FIRST AKUMATIZATION



LB\_CH79\_Otis  
+  
LB\_224\_PR021\_BADGE\_HEROES\_DAY

### OBJECT AKUMATIZED

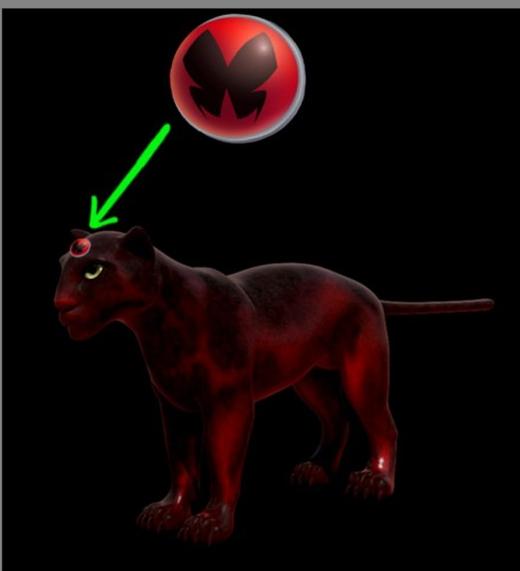


LB\_224\_PR021\_BADGE\_HEROES\_DAY

We don't see the first akumatization of Otis in #224.

At first appearance he is already Scarlet Animan

### SCARLET CHARACTER



LB\_225\_AN02\_SCARLET\_ANIMAN\_PANTHER  
LB\_224\_PR022\_BADGE\_HEROES\_DAY\_AKUMATIZED

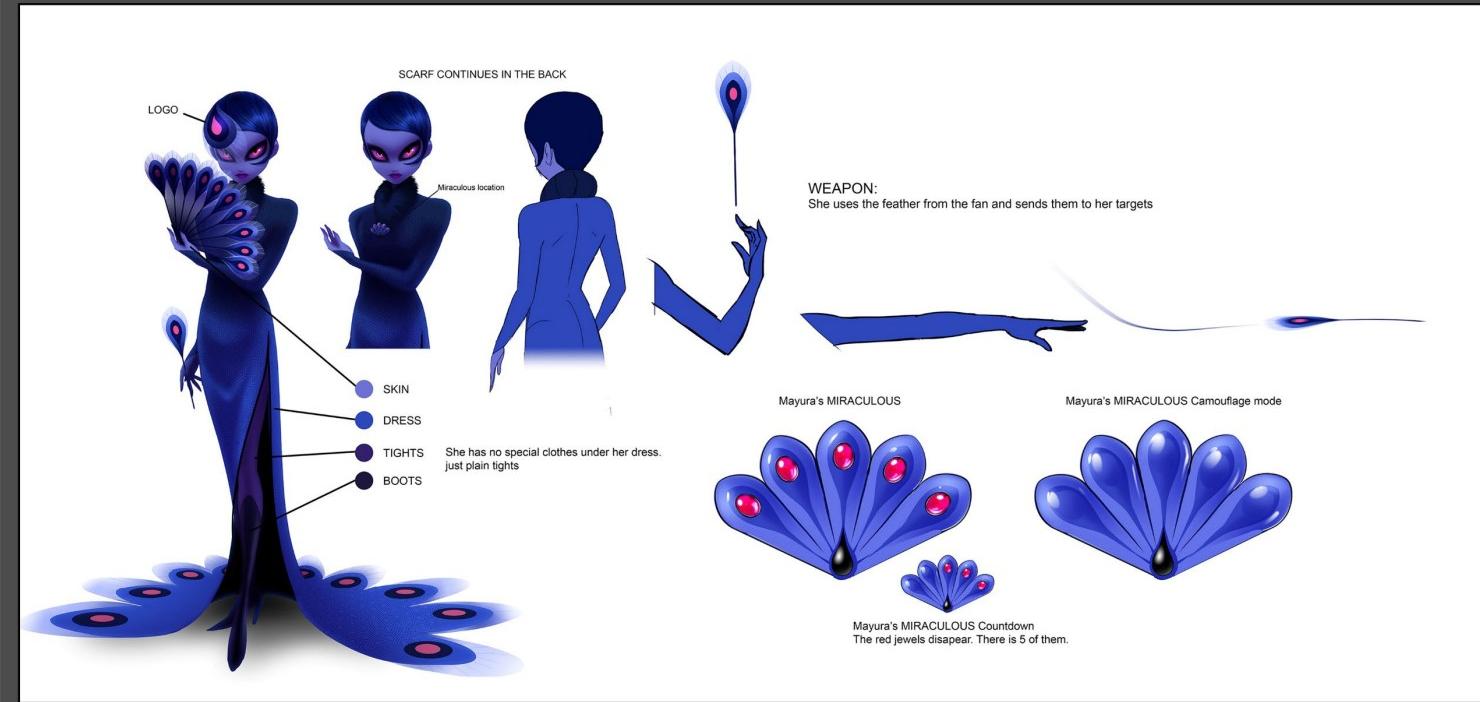
### RELATION SIZE



### 3D model



LB\_225\_AN02\_SCARLET\_ANIMAN\_PANTHER



## RELATION SIZE

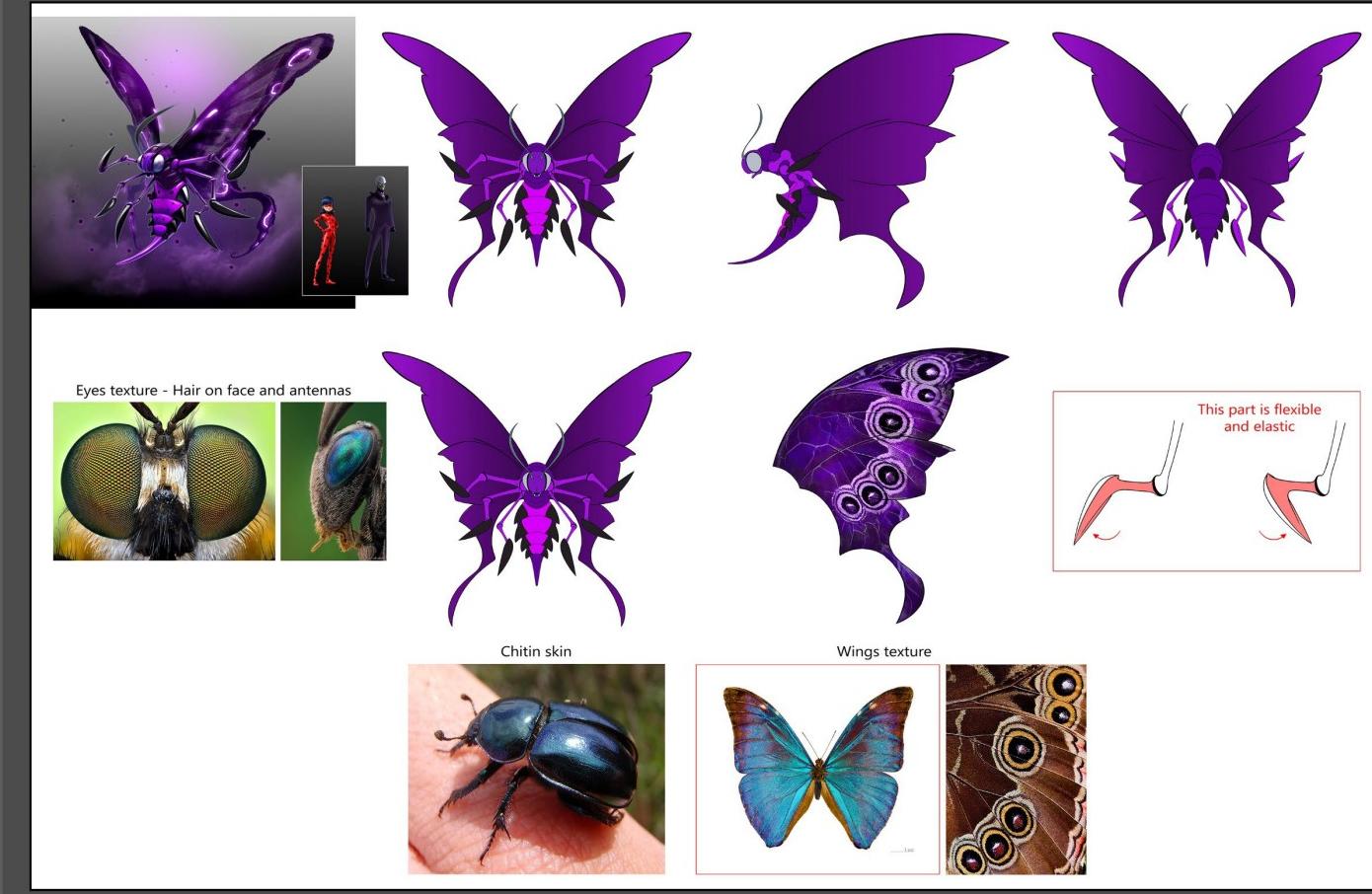


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_225\_CH001\_MAYURA



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

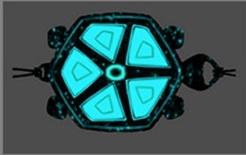
## SC201 #225

### FIRST AKUMATIZATION

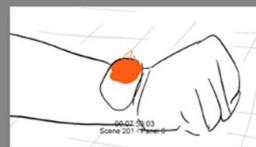


LB2\_200\_CH038\_CARAPACE

### OBJECT AKUMATIZED



LB\_PR452\_Master\_Fu\_Miraculous



### SCARLET CHARACTER



LB2\_225\_CH004\_SCARLET\_SHELLSHOCK

### RELATION SIZE



### 3D model



LB2\_225\_CH004\_SCARLET\_SHELLSHOCK

**SC196 #225**

FIRST AKUMATIZATION



LB2\_200\_CH013\_RENA\_ROUGE

OBJECT AKUMATIZED



LB2\_212\_PR027\_FOX\_MIRACULOUS

SCARLET CHARACTER



LB2\_225\_CH005\_SCARLET\_RENA\_RAGE

**RELATION SIZE**



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_225\_CH005\_SCARLET\_RENA\_RAGE

## SC258 #225

### FIRST AKUMATIZATION



LB2\_200\_CH020\_ONDINE

### OBJECT AKUMATIZED



We don't see the first akumatization of Ondine in #225.  
At first appearance he is already Scarlet Syren

### SCARLET CHARACTER

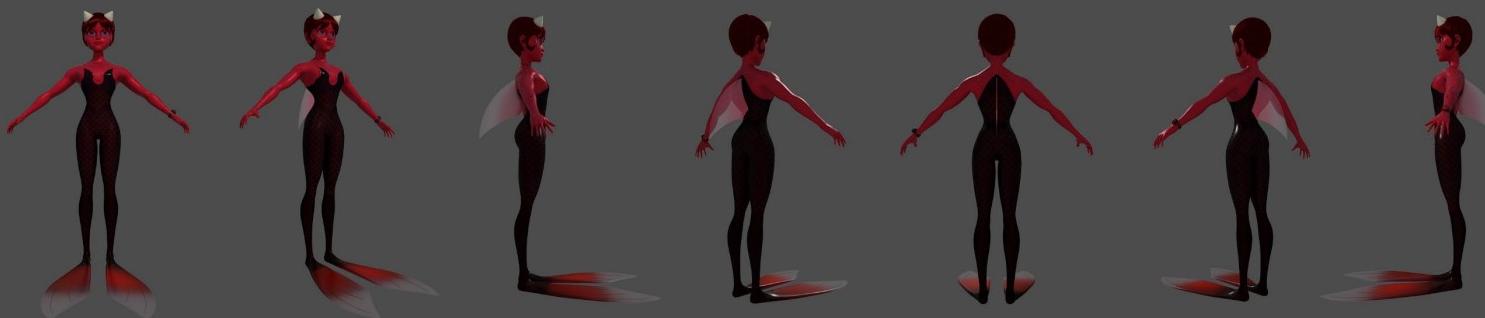


LB2\_225\_CH008\_SCARLET\_SYREN

### RELATION SIZE



### 3D model



LB2\_225\_CH008\_SCARLET\_SYREN

**SC097 #225**

FIRST AKUMATIZATION



OBJECT AKUMATIZED



SCARLET CHARACTER



**RELATION SIZE**



3D model



LB2\_225\_CH010\_SCARLET\_DESPEARBEAR



**SC097 #225**

FIRST AKUMATIZATION



OBJECT AKUMATIZED



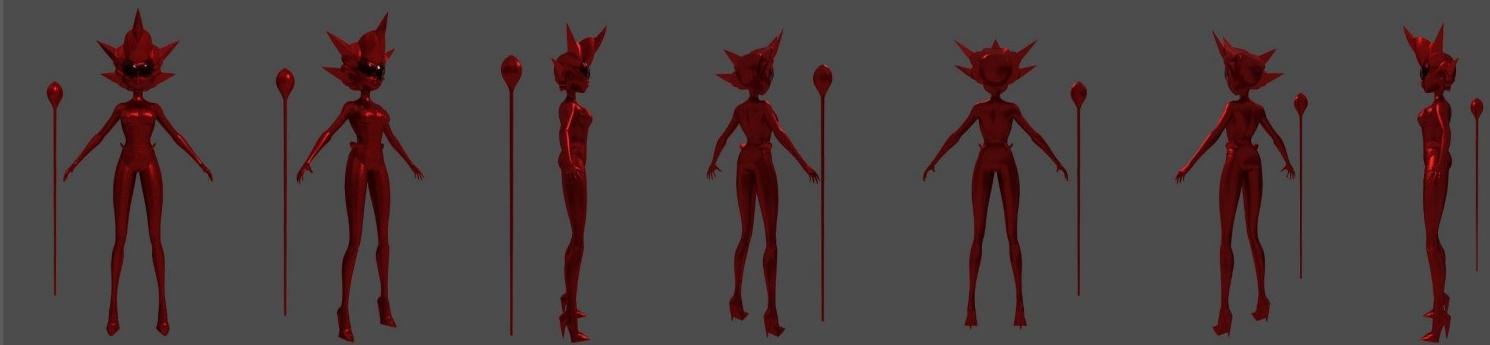
SCARLET CHARACTER



**RELATION SIZE**



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_225\_CH012\_SCARLET\_STYLE\_QUEEN

**SC032 #225**

AKUMATIZATION



LB\_CH81\_Jalil\_Kubdel  
+  
LB\_224\_PR021\_BADGE\_HEROES\_DAY

OBJECT AKUMATIZED



LB2\_224\_PR021\_BADGE\_HEROES\_DAY

SCARLET CHARACTER



LB2\_225\_CH013\_SCARLET\_PHARAOH\_HOROS  
LB2\_224\_PR022\_BADGE\_HEROES\_DAY\_AKUMATIZED

**RELATION SIZE**



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_225\_CH013\_SCARLET\_PHARAOH\_HOROS

**SC149 #225**

**AKUMATIZATION**



LB\_CH81\_Jalil\_Kubdel  
+  
LB2\_224\_PR021\_BADGE\_HEROES\_DAY

**OBJECT AKUMATIZED**



LB2\_224\_PR021\_BADGE\_HEROES\_DAY

**SCARLET CHARACTER**



LB2\_225\_CH014\_SCARLET\_PHARAOH\_SICKMET  
LB2\_224\_PR022\_BADGE\_HEROES\_DAY\_AKUMATIZED

**RELATION SIZE**



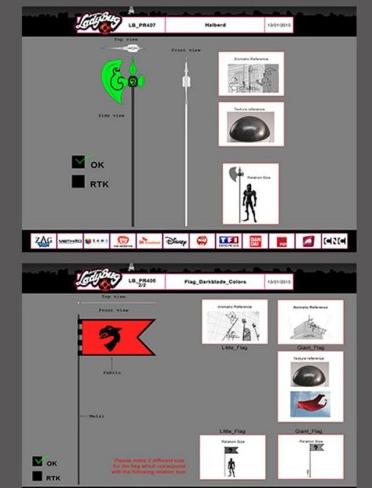
**3D model**



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_225\_CH014\_SCARLET\_PHARAOH\_SICKMET

**SC295 #225**



## RELATION SIZE



3D model



LB\_225\_CH015\_SCARLET\_KNIGHT





## RELATION SIZE



3D model



LB2\_226\_CH001\_ALYA\_WINTER



*Special Christmas*

Manon in winter outfit



## RELATION SIZE



3D model



LB2\_226\_CH002\_MANON\_WINTER



*Special Christmas*



## RELATION SIZE

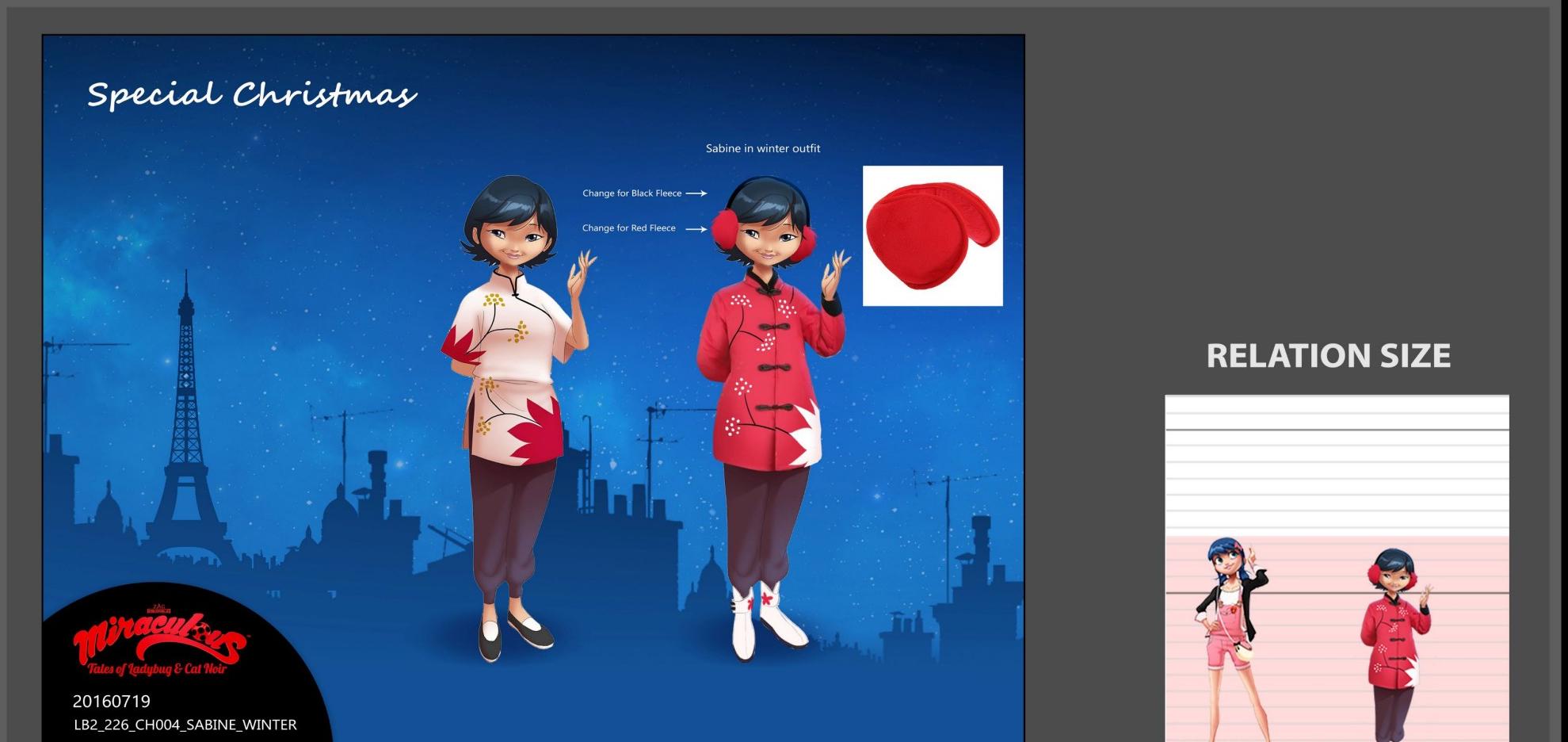


3D model



LB2\_226\_CH003\_MARINETTE\_WINTER





## RELATION SIZE



*Special Christmas*

Tom in winter outfit



## RELATION SIZE



3D model



LB2\_226\_CH005\_TOM\_WINTER



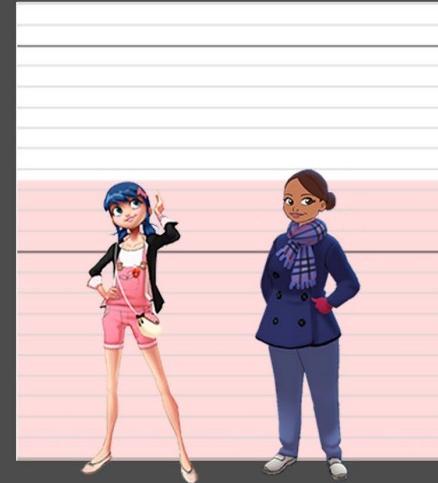
Special Christmas

Marlena in winter outfit

Marlea flat colors



## RELATION SIZE



3D model



LB2\_226\_CH006\_MARLENA\_WINTER



*Special Christmas*

Otis in winter outfit

Flat colors



## RELATION SIZE



3D model



LB2\_226\_CH007\_OTIS\_WINTER





## RELATION SIZE



3D model



*Special Christmas*

Mr. Kubdel in winter outfit



**Miraculous**  
*Tales of Ladybug & Cat Noir*

20160720  
LB2\_226\_CH009\_MR\_KUBDEL\_WINTER

## RELATION SIZE



3D model

**Miraculous**  
*Tales of Ladybug & Cat Noir*

LB2\_226\_CH009\_MR\_KUBDEL\_WINTER



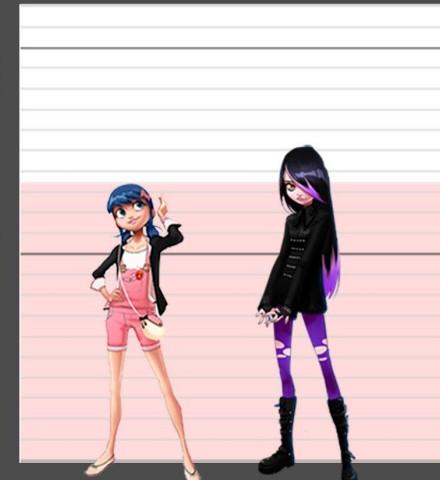


## RELATION SIZE





## RELATION SIZE

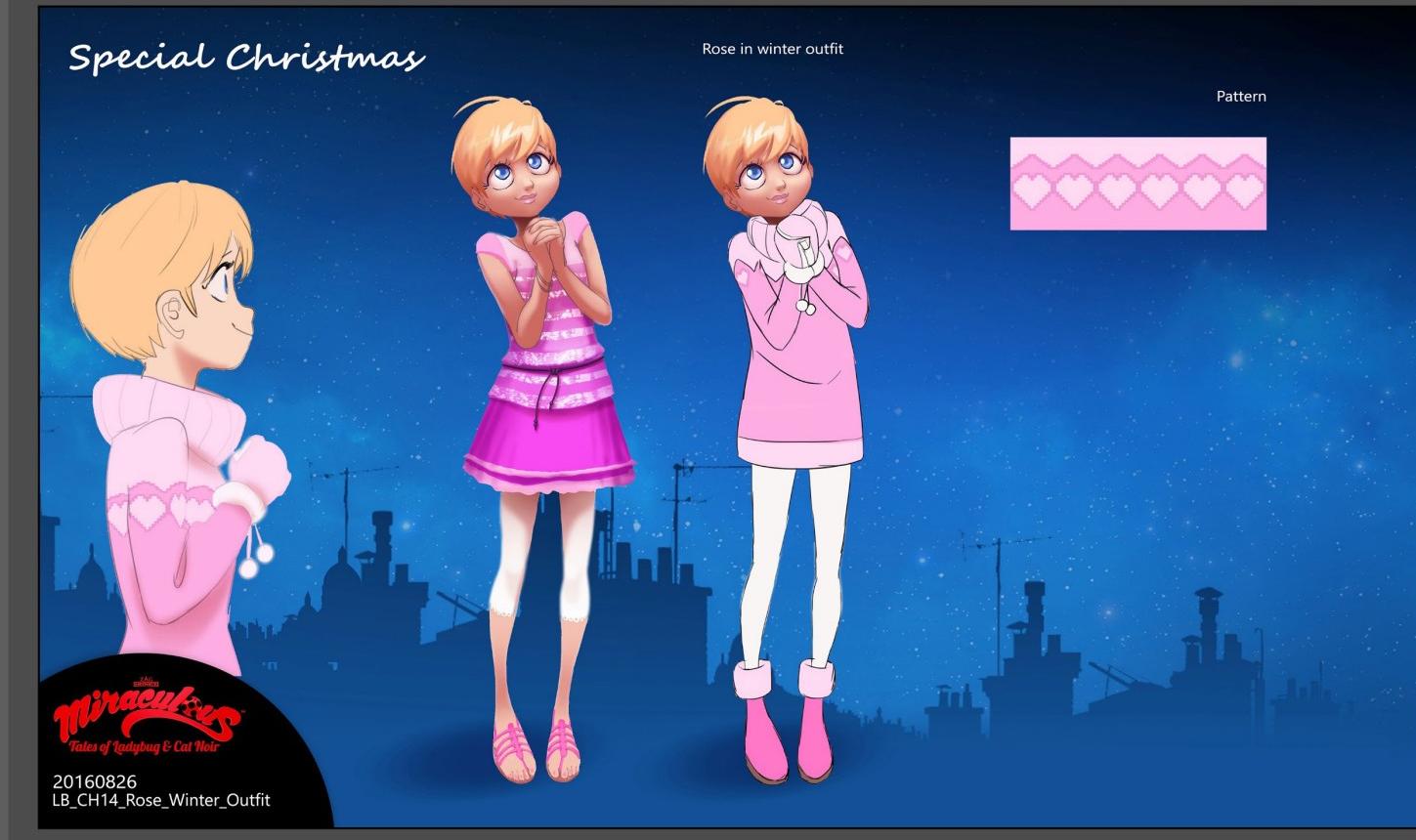


3D model



LB2\_226\_CH011\_JULEKA\_WINTER





## RELATION SIZE



3D model





## RELATION SIZE







## RELATION SIZE





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_226\_CH016\_SANTA\_CLAUS

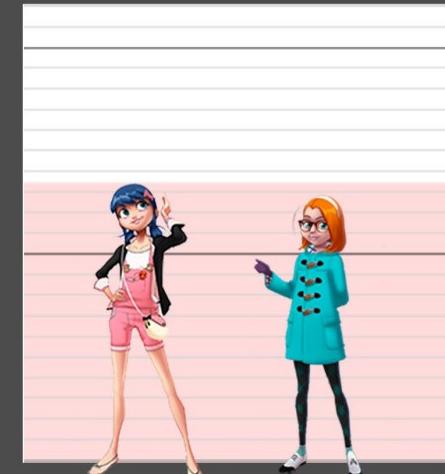
*Special Christmas*

Sabrina in winter outfit

Sabrina's coat



## RELATION SIZE

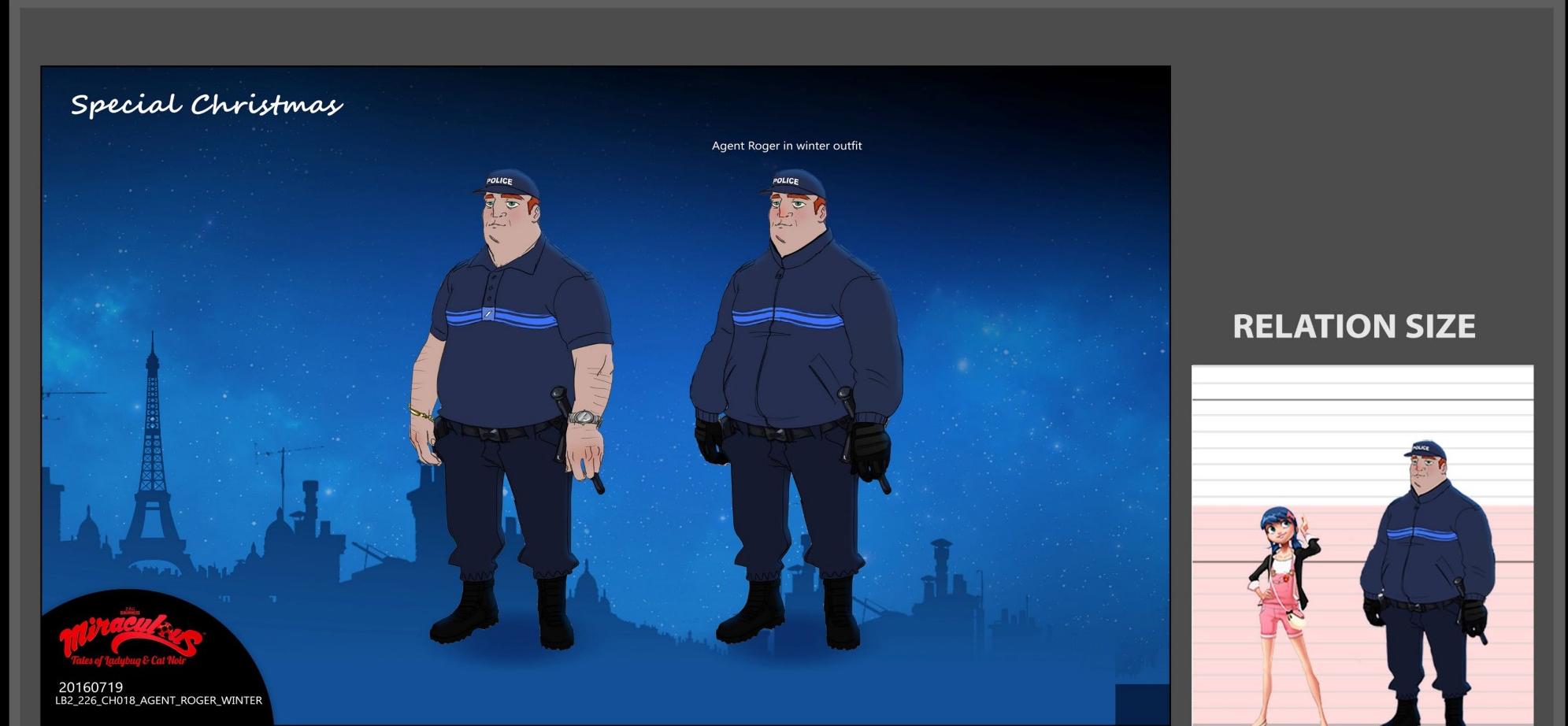


3D model



LB2\_226\_CH017\_SABRINA\_WINTER





## RELATION SIZE





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB2\_226\_CH019\_BAD\_SANTA

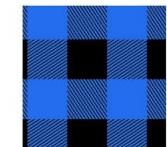
# Season 3



Nino & Ladybug are for Size Relation - Not to be modelled



Overall silhouette:  
Baggy keans and loose t-shirt



Blue lumberjack pattern



Kids velcro sneakers



## RELATION SIZE

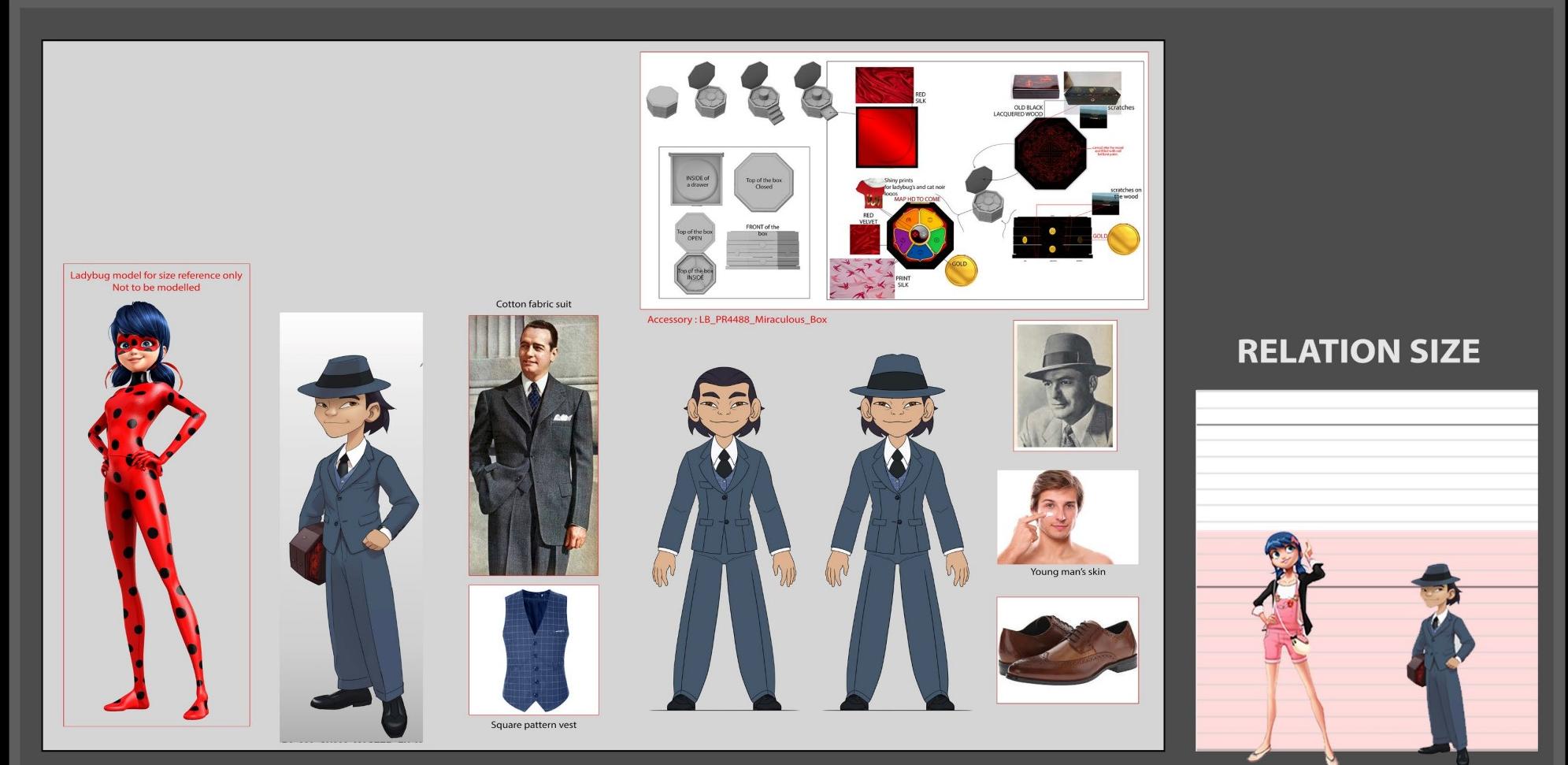


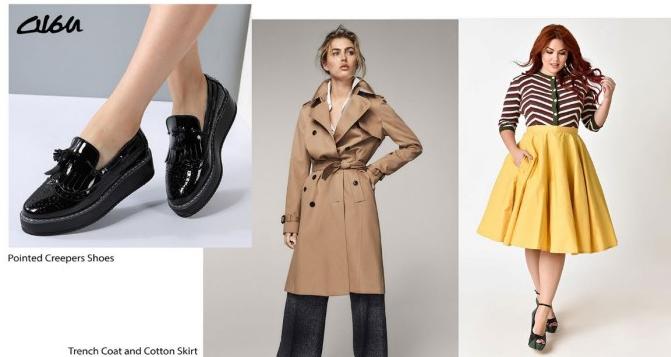
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH001\_CHRIS\_LAHIFFE





## RELATION SIZE

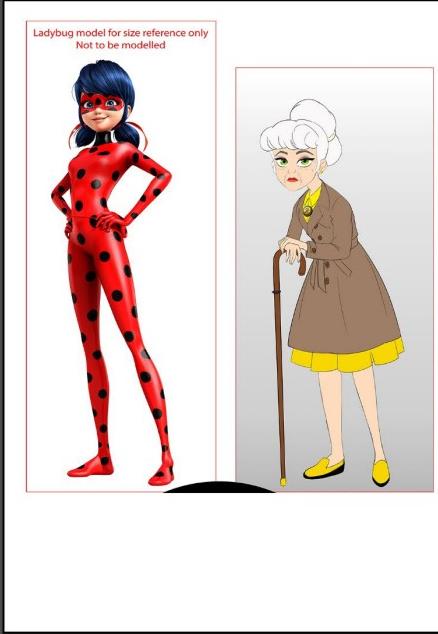


3D model



LB3\_300\_CH003\_MARIANNE\_YOUNG





Wooden cane



## RELATION SIZE

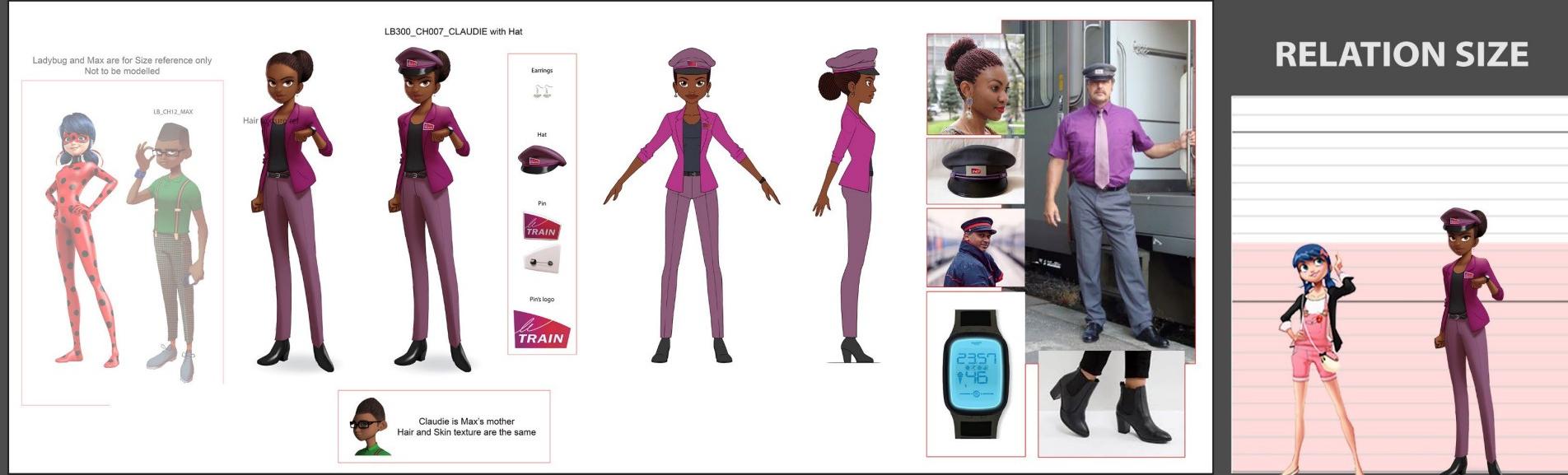


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH004\_MARIANNE

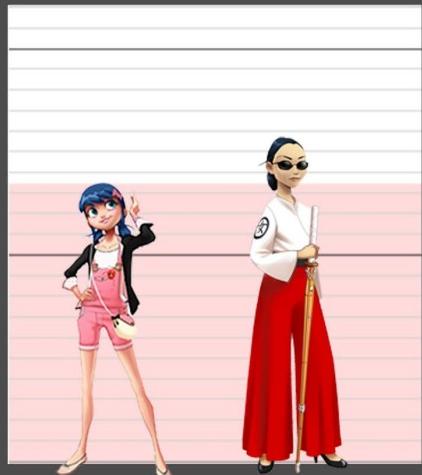


## RELATION SIZE





## RELATION SIZE



## 3D model



LB3\_300\_CH007\_MS\_TSURUGI



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH008\_RYUUKO



LB3\_302\_CH001\_THOMAS\_ASTRUC



Black jeans shirt



Leather boots



Black sweat zipper with white fur inside



Black jeans

## RELATION SIZE



3D model



LB3\_300\_CH009\_THOMAS\_ASTRUC



"Fencing" Kagami model is for  
Size Reference only  
Not to be modelled

LB3\_300\_CH012\_KAGAMI\_KIMONO



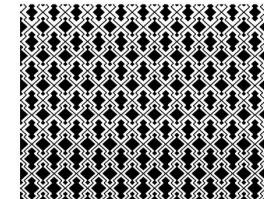
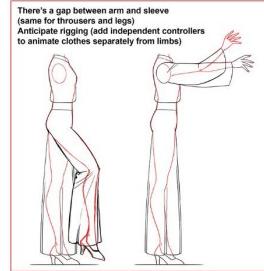
Family crest logo



Traditional shoes  
Silk Kimono



Silk trousers



Kimono pattern

## RELATION SIZE

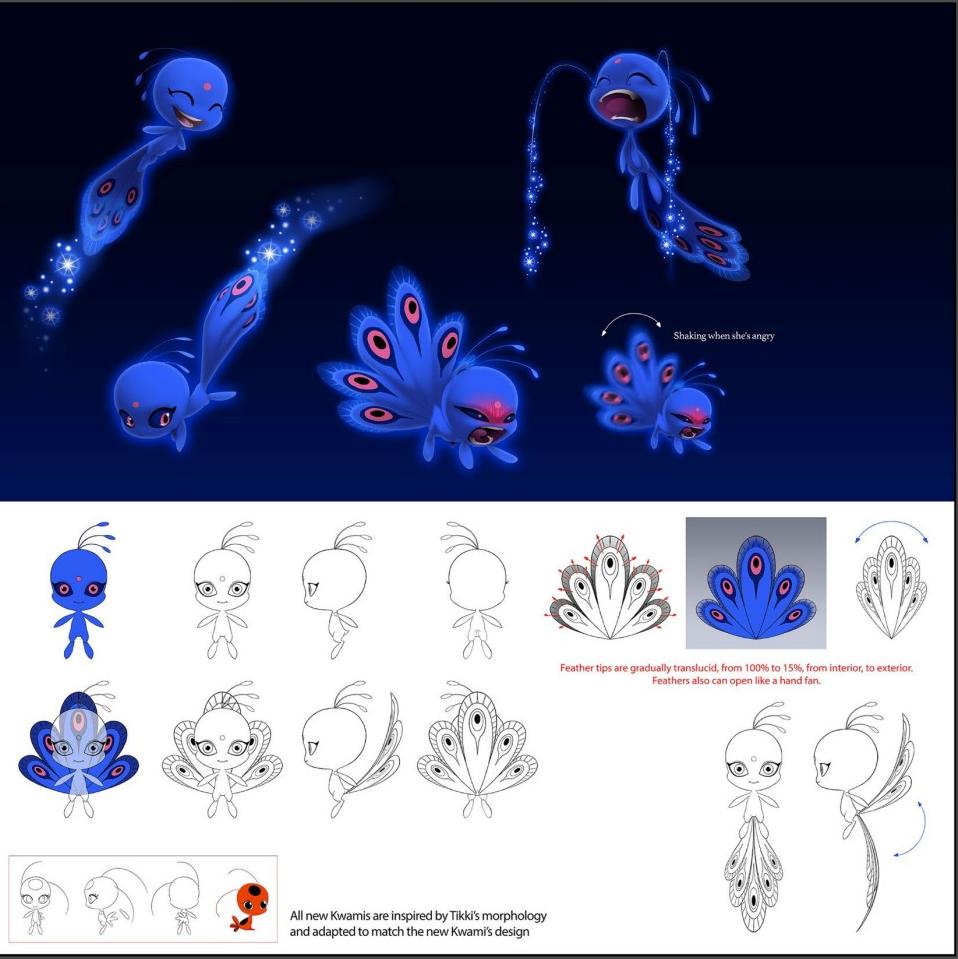


3D model



LB3\_300\_CH010\_KAGAMI\_KIMONO

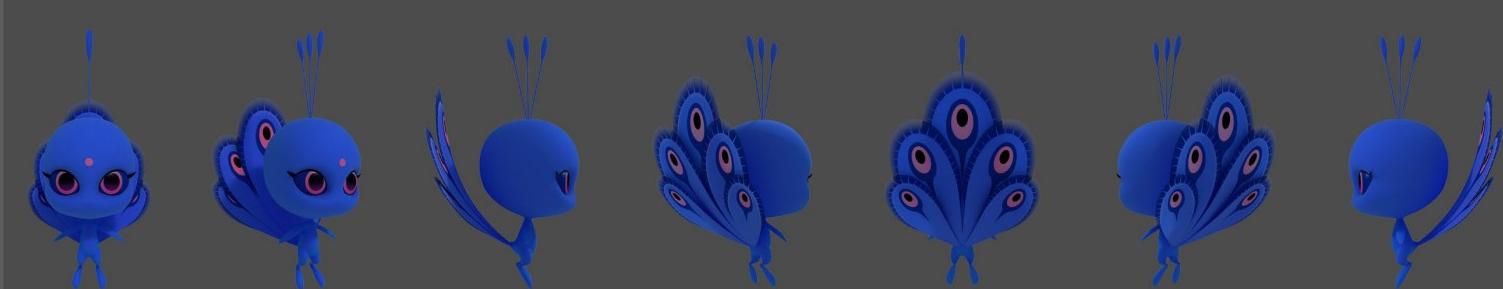




## RELATION SIZE



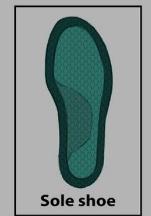
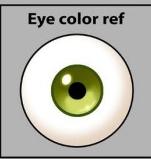
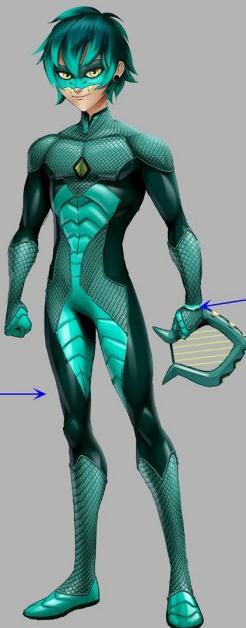
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH013\_DUUSU

LB2\_200\_CH027\_LUKA



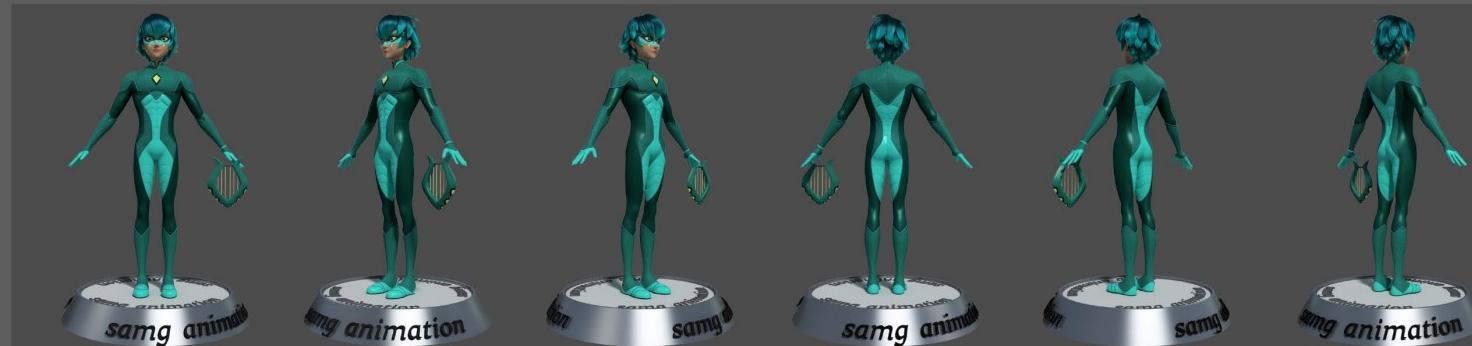
## RELATION SIZE

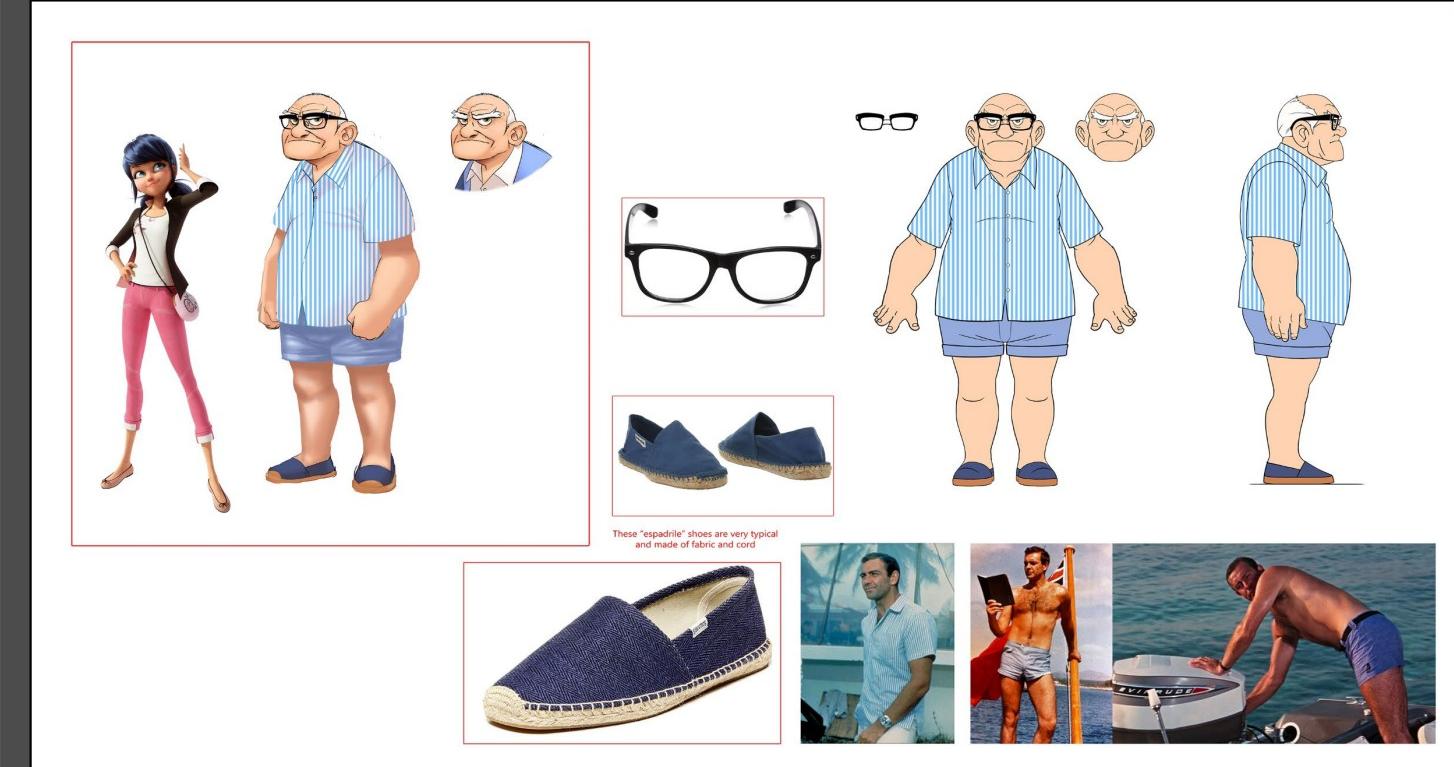


3D model

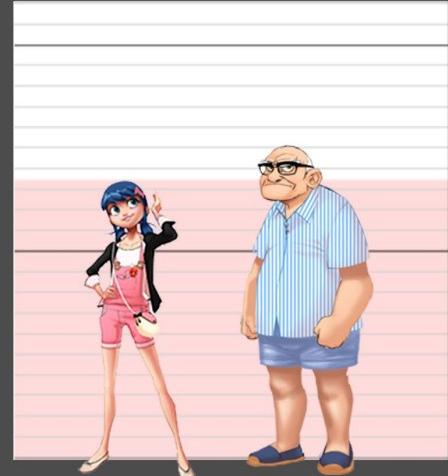
**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH015\_VIPERION





## RELATION SIZE

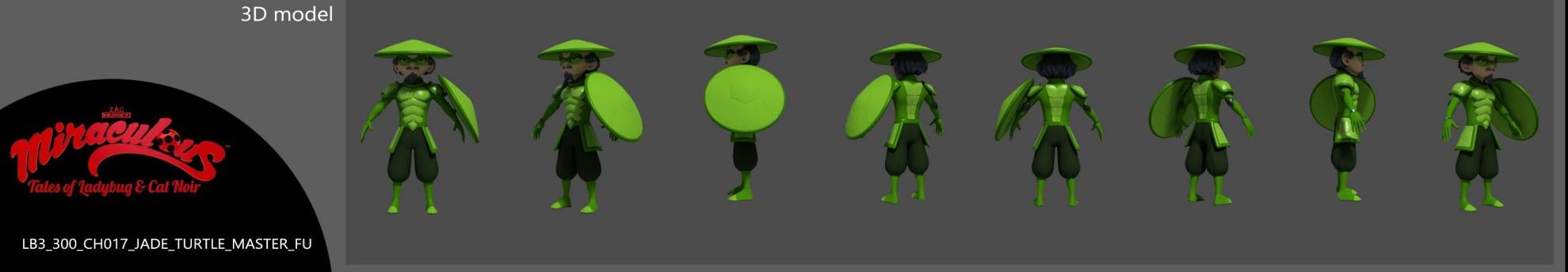
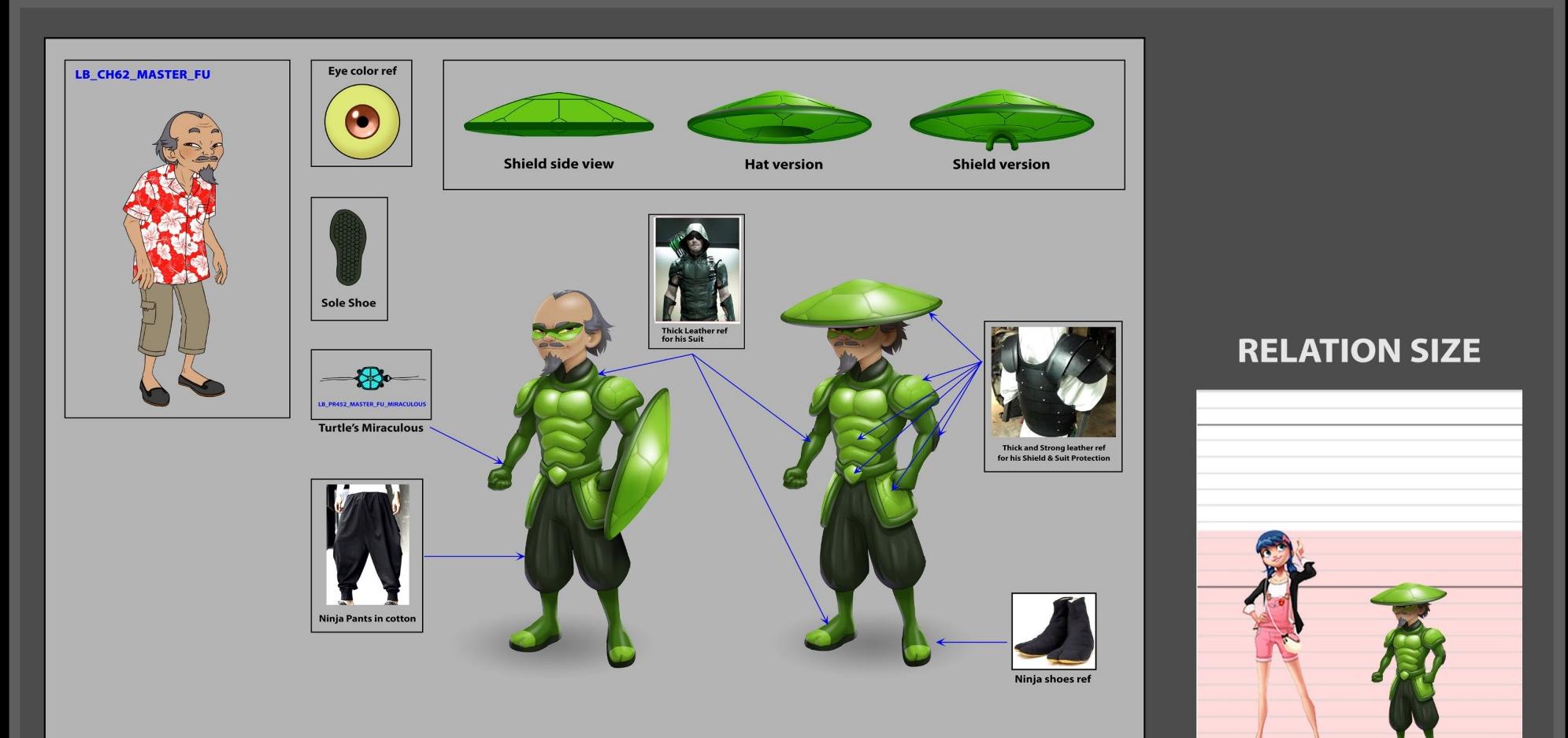


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH016\_ROLAND



LB\_CH13\_KIM



Eye color ref



BREATHABLE FABRIC REF



LEATHER STRAPS



CORD-BELT REF



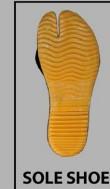
MONKEY MIRACULOUS CHARGED MODE



GOLD METAL



SOFT LEATHER REF



SOLE SHOE

## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH018\_KING\_MONKEY

**LB\_CH18\_ALIX**



Alix adult is a grown-up version of Alix



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_CH019\_ALIX\_ADULT

LB3\_300\_CH009\_CHRIS



Chris adult is a grown-up version of Chris



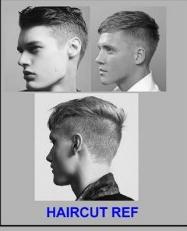
Mask Ref



Glasses Ref



eye colors refs



HAIRCUT REF

PLS ADD PAINTING STAINS ON HIS CLOTHES AS ON THE DESIGN



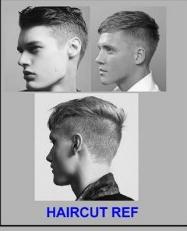
SOLE SHOES REF



Jacket Texture Ref



Camouflage fabric Ref



Belt Ref

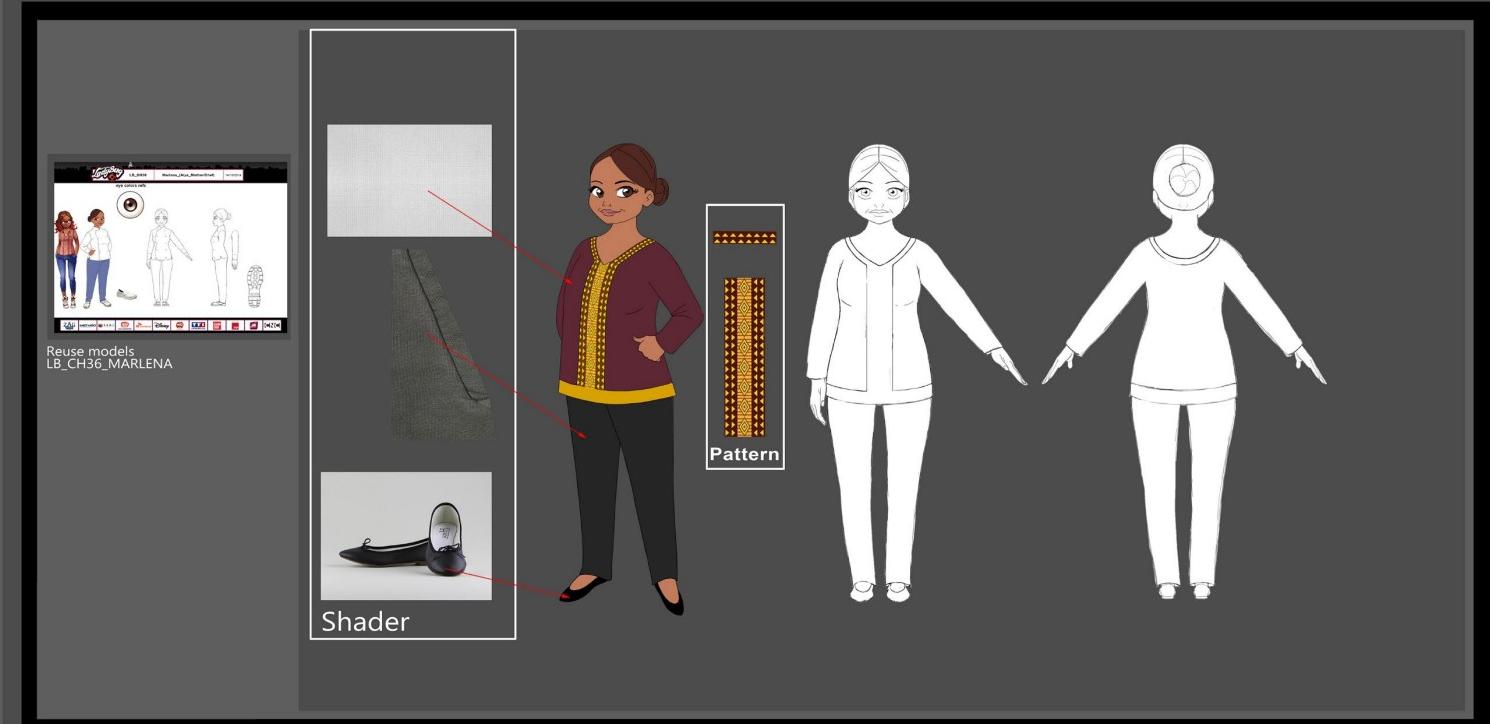
## RELATION SIZE



3D model



LB3\_300\_CH020\_CHRIS\_LAHIFFE\_ADULT



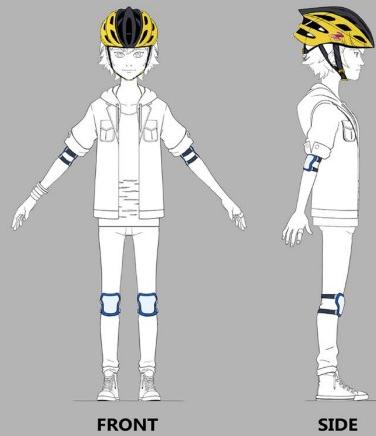
## RELATION SIZE



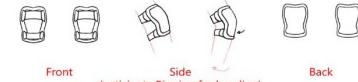
3D model



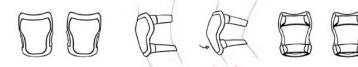
**Miraculous**  
Tales of Ladybug & Cat Noir



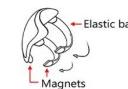
Elbow  
pads



Knee  
pads



Elastic band



Most of the times, pads will be used in the "closed" position ;

If needed, Opening and Closing can be done on both side, depending on the scene



LB2\_200\_CH027\_LUKA

## RELATION SIZE

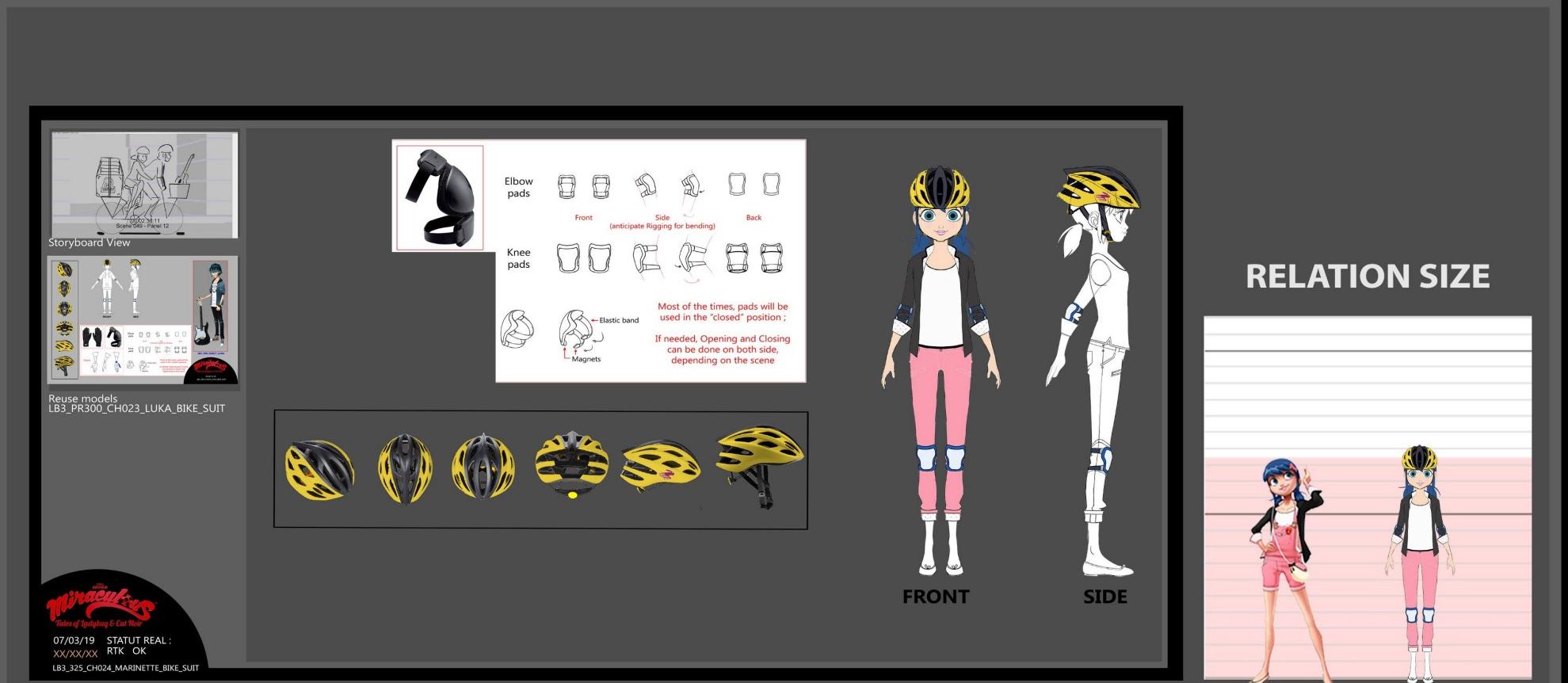


3D model

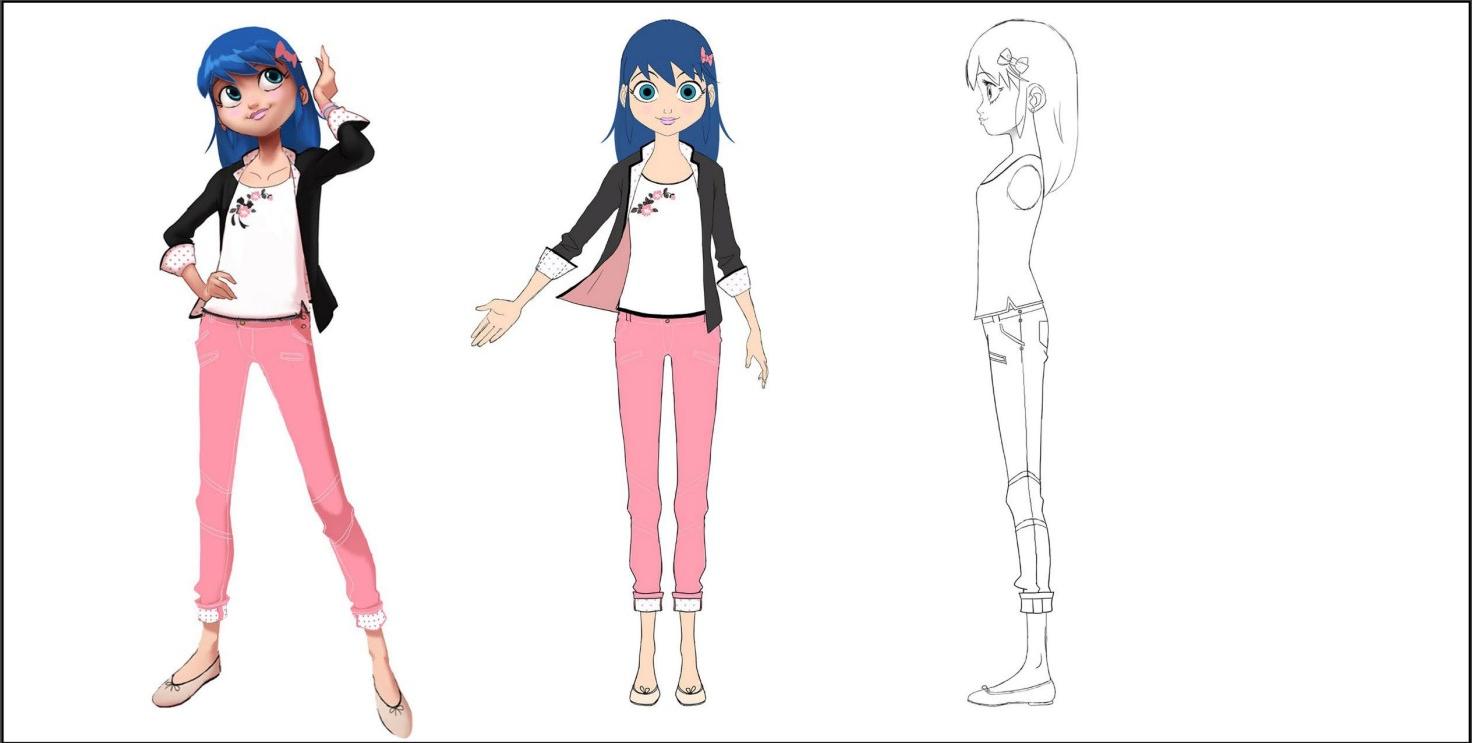


LB3\_300\_CH022\_LUKA\_BIKE\_SUIT

# NOT FOUND



# NOT FOUND



## RELATION SIZE

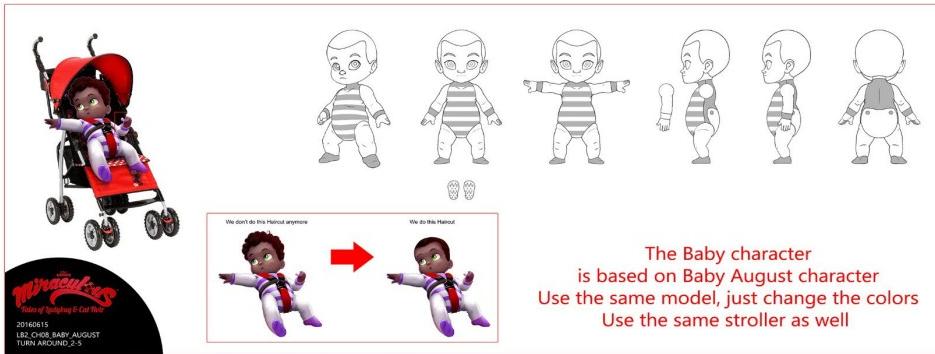
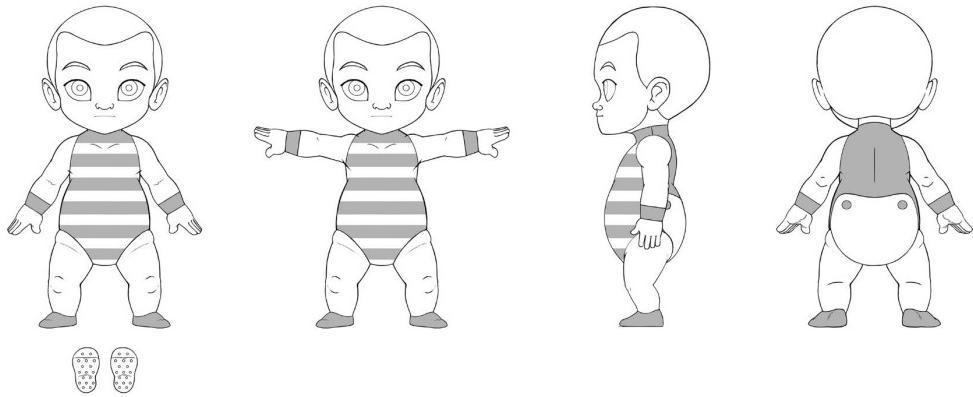


3D model



LB3\_300\_CH024\_MARINETTE\_HAIR\_DETACHED





## RELATION SIZE

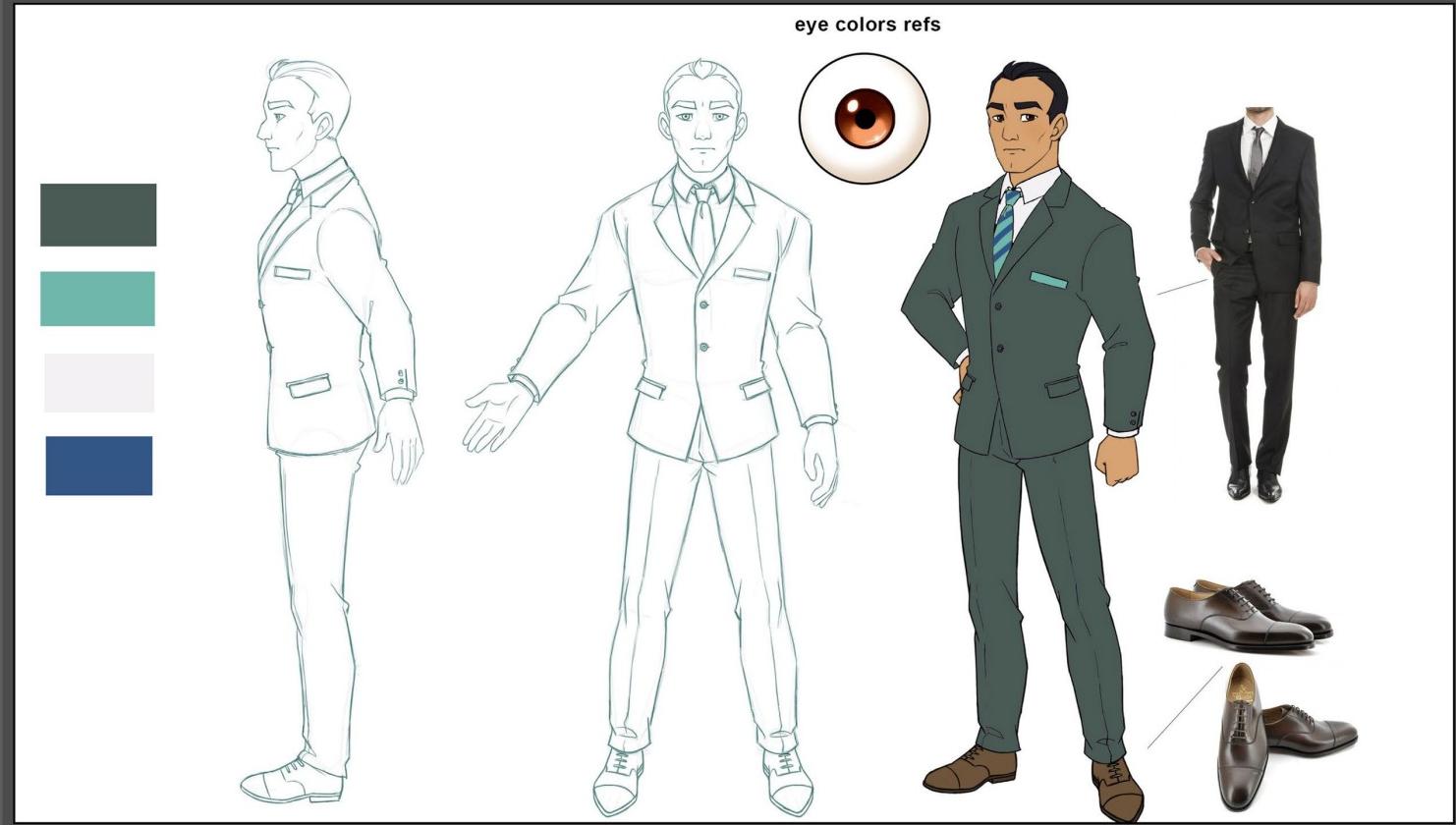


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_EX002\_BABY\_BOY



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_300\_EX003\_RATP\_DRIVER



## RELATION SIZE

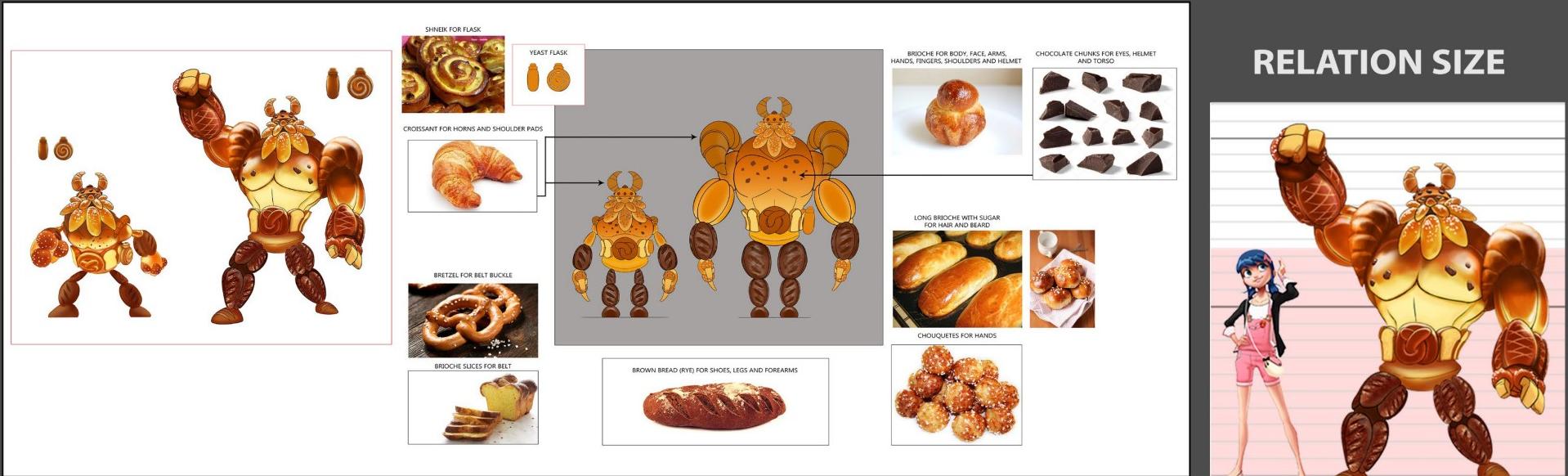


3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_302\_CH002\_MARINETTE\_WAITRESS\_SUIT





## RELATION SIZE



3D model

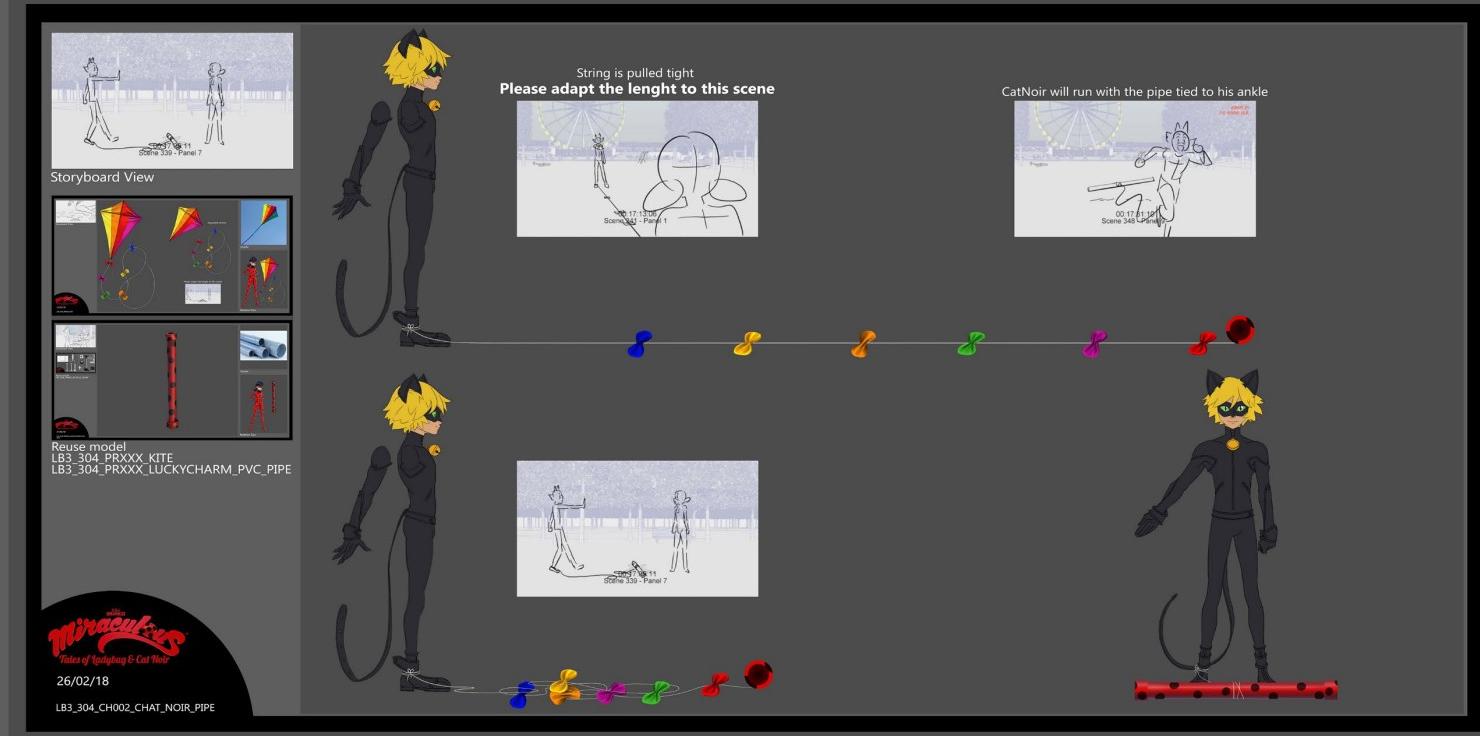


**Miraculous**  
Tales of Ladybug & Cat Noir



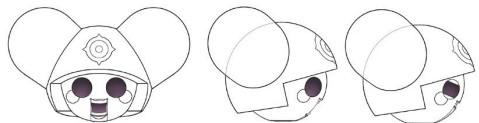
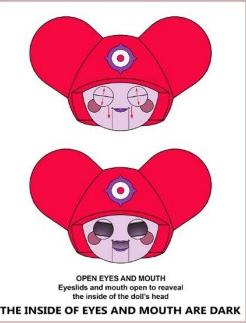
## RELATION SIZE





## RELATION SIZE





3D model

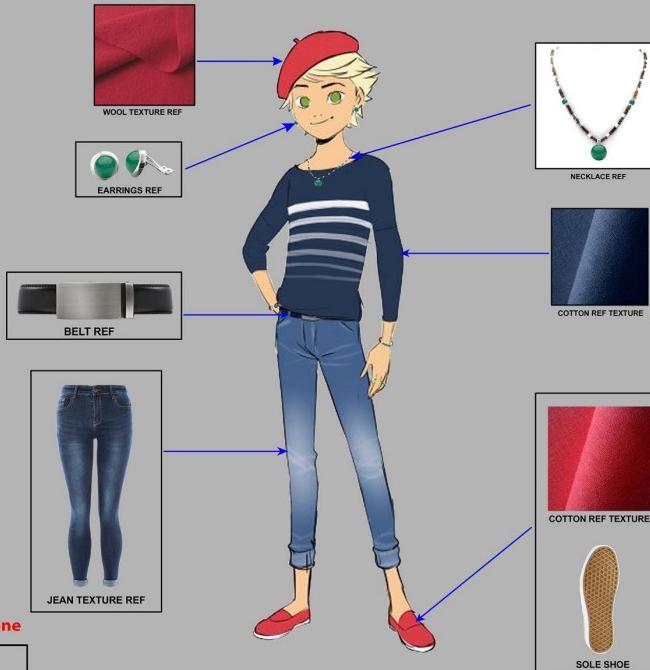
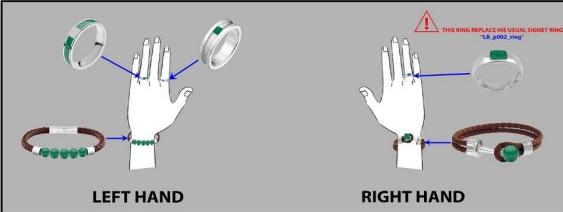


**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_305\_CH001\_REFLEKDOLL



Please for each jewels, use the Jade stone as reference of precious stone



## RELATION SIZE



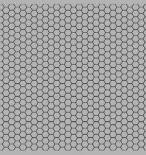
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_305\_CH004\_ADRIEN\_MARINETTE\_CREATION\_CLOTHES

LB\_CH01\_LADYBUG



REF TEXTURE SUIT

! Her hairs must be black



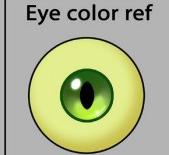
ADD CLAWS



LB\_PR004\_CAT\_NOIR\_STICK



LB\_PR002\_ADRIEN\_RING



Eye color ref



FOOT SOLE



LEG SIDE VIEW

## RELATION SIZE



3D model



LB3\_305\_CH007\_LADY\_NOIRE





## RELATION SIZE

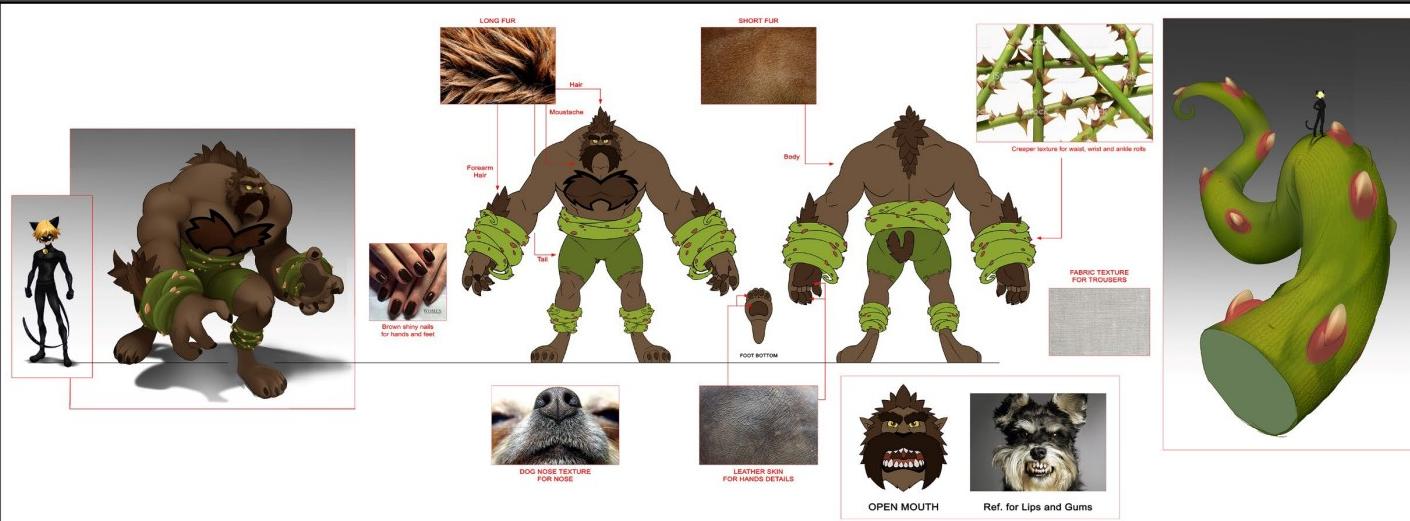


3D model



LB3\_305\_CH011\_REFLEKDOLL\_CATACLYSMED

## RELATION SIZE

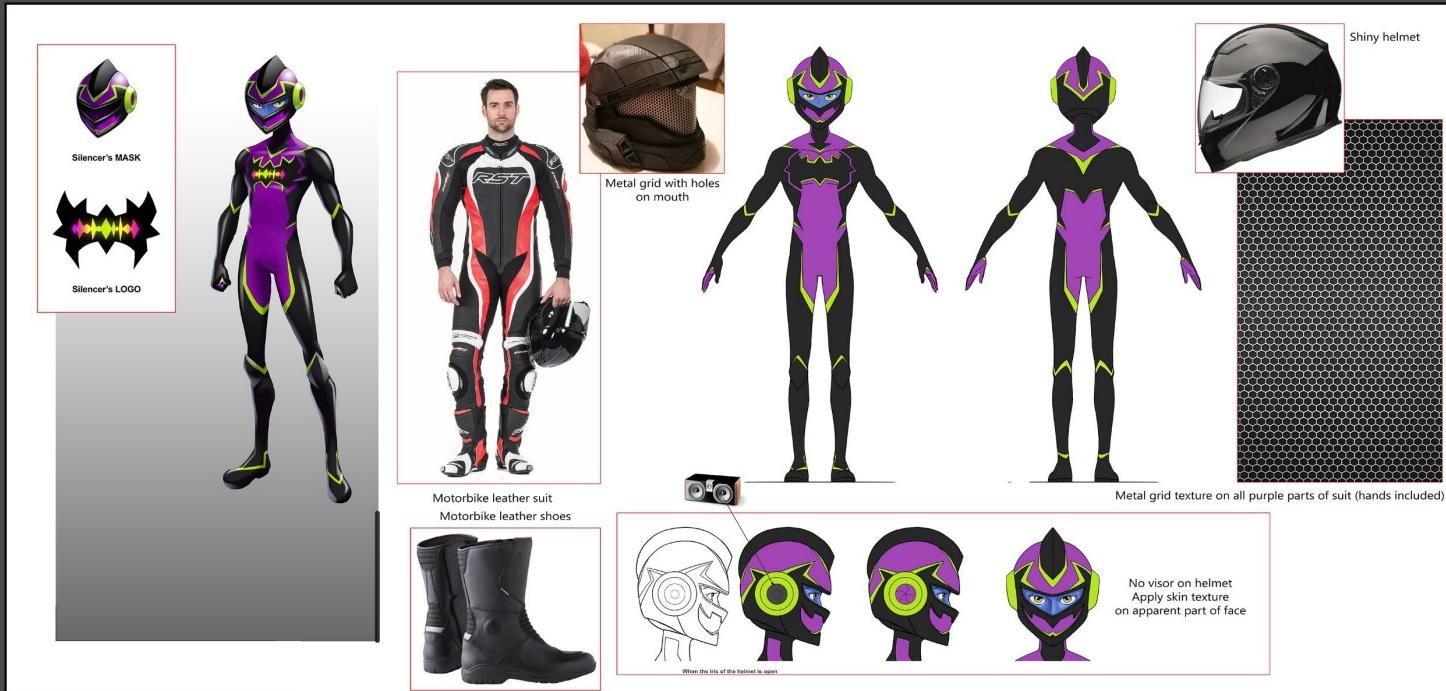


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

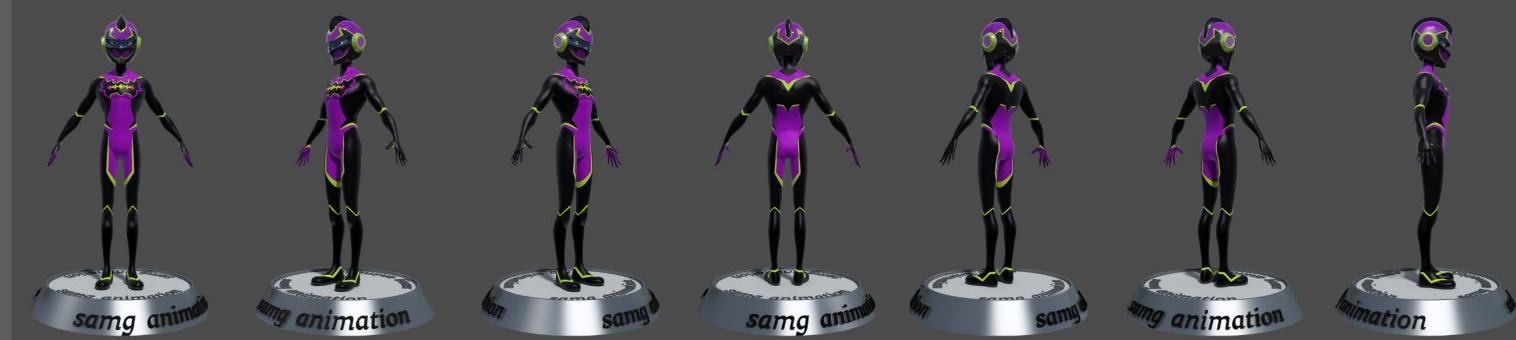
LB3\_306\_CH001\_WEREDAD

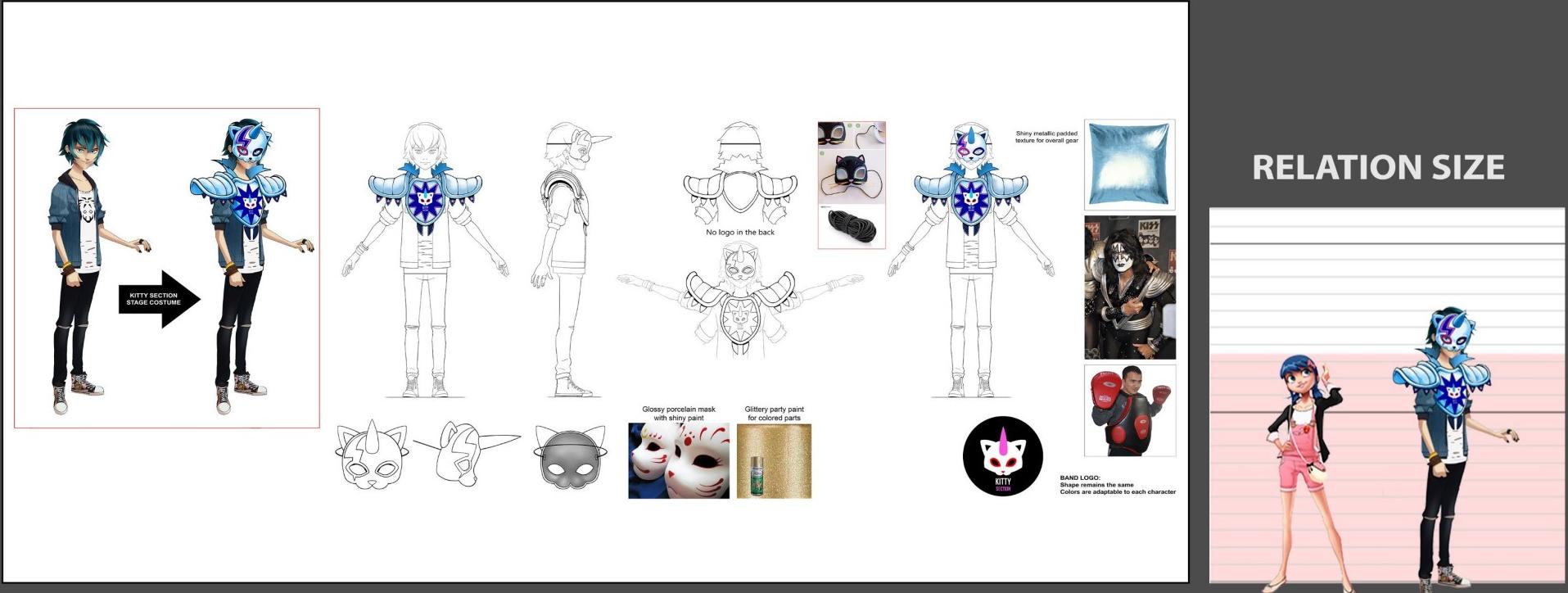


## RELATION SIZE



3D model





## RELATION SIZE

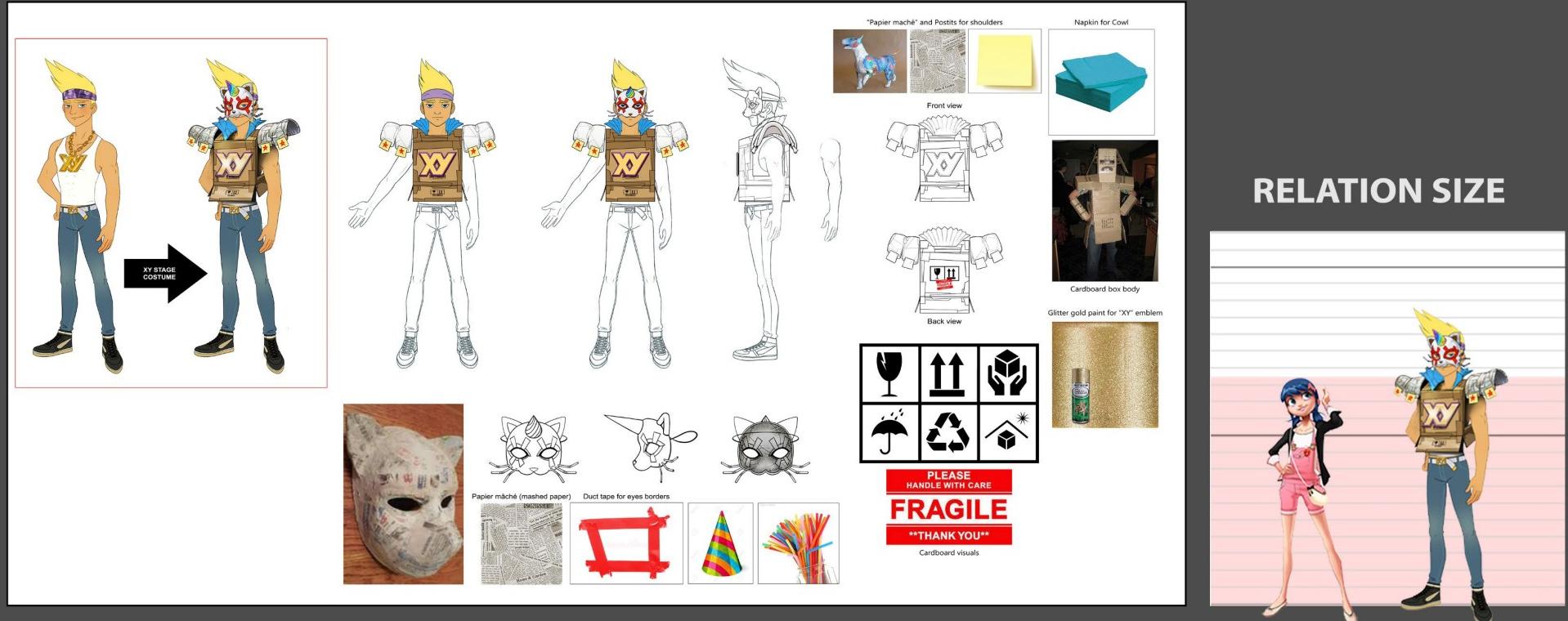


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

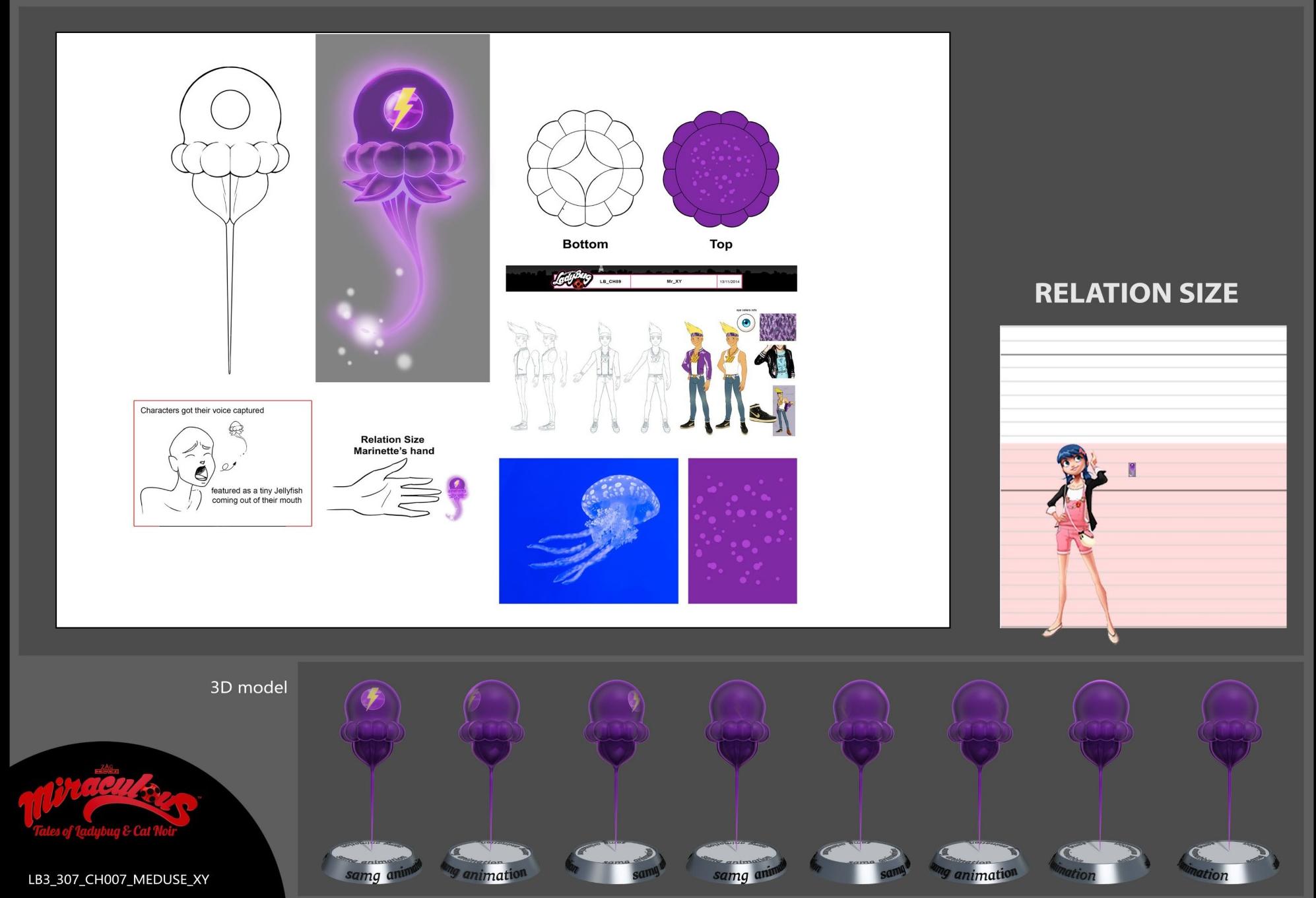
LB3\_307\_CH002\_LUKA\_KITTY\_SECTION

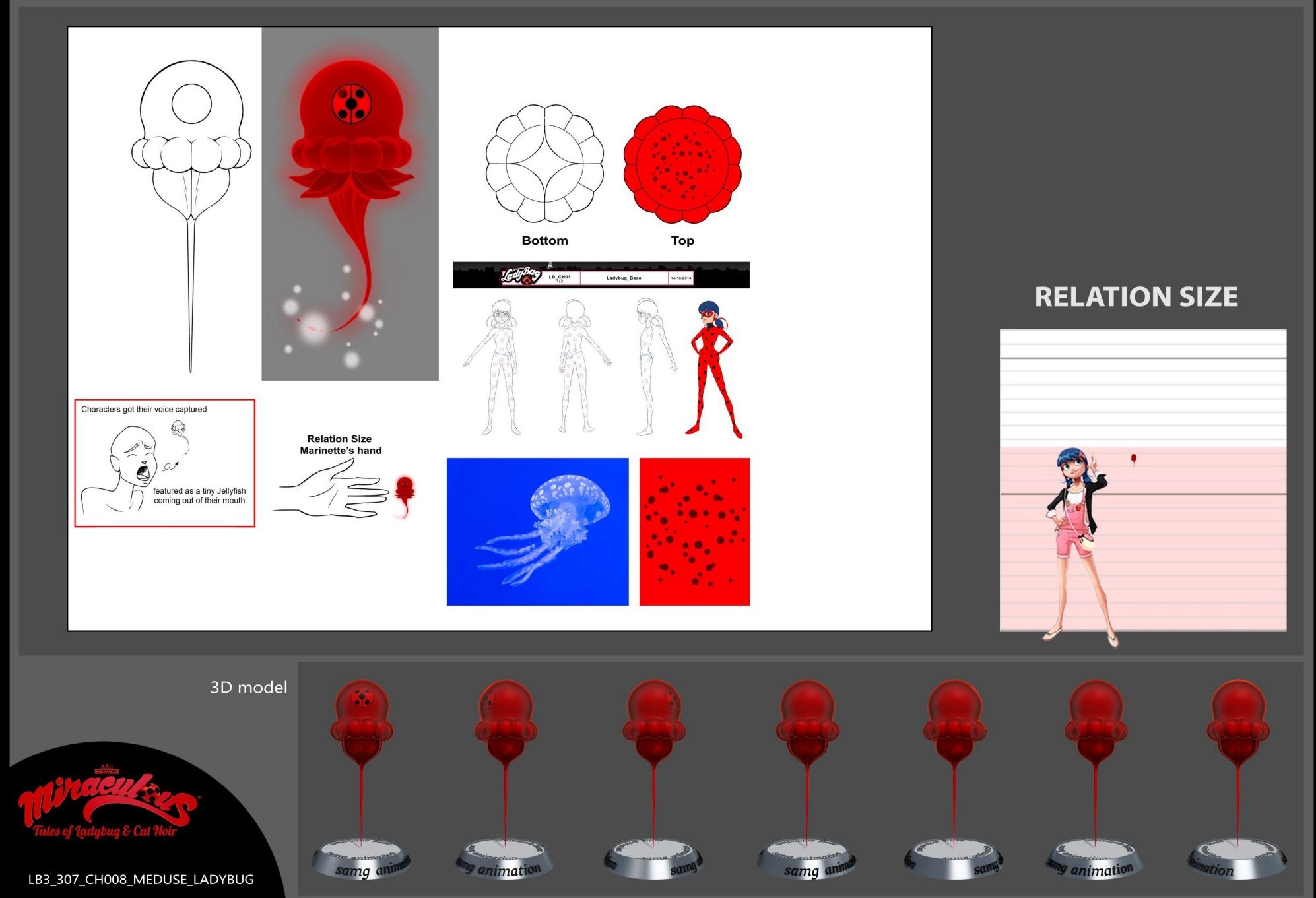


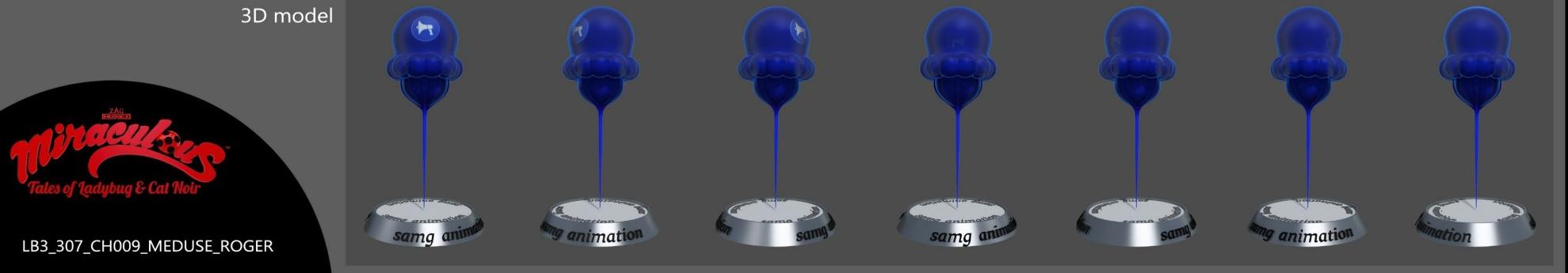
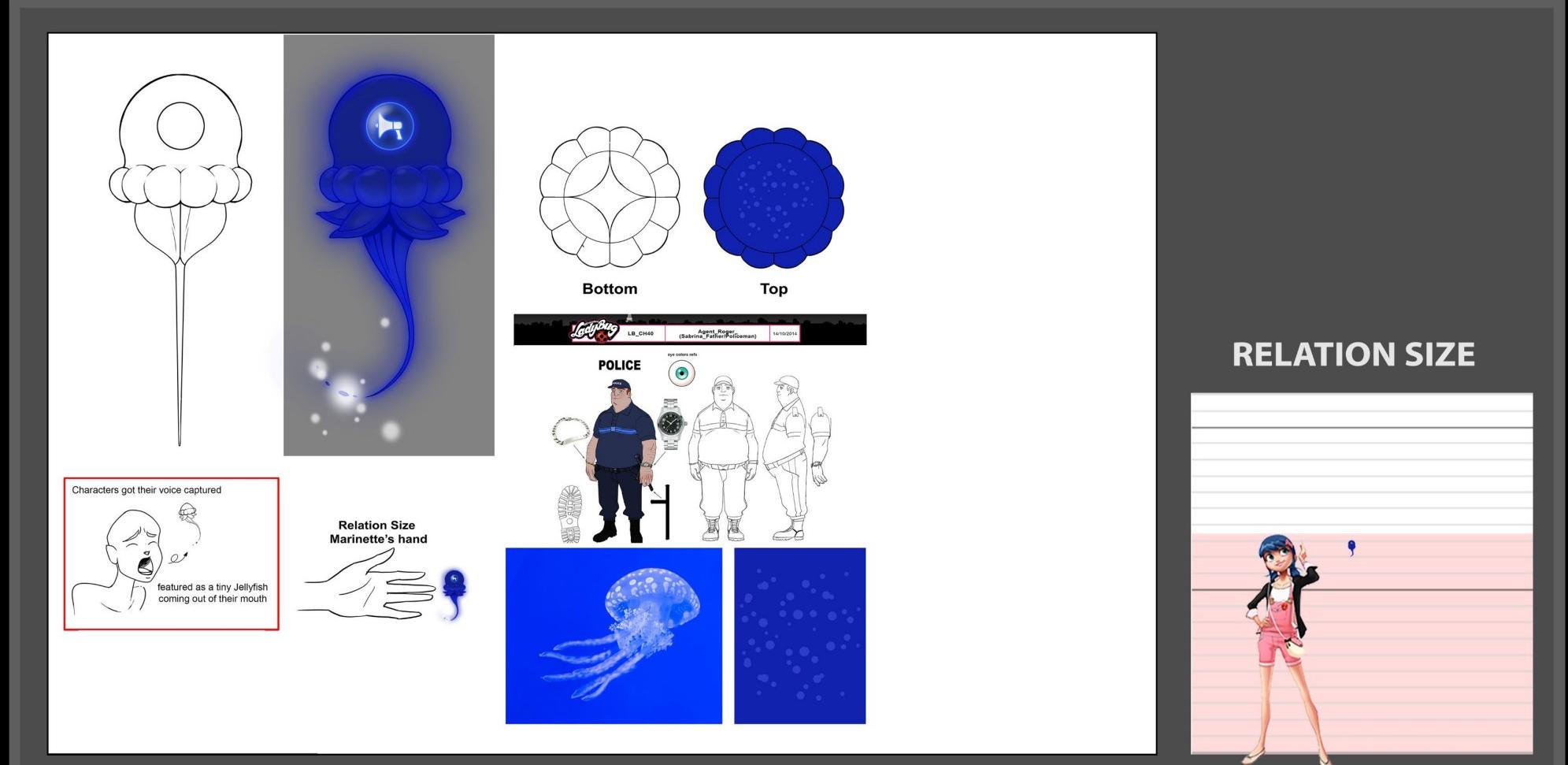
**Miraculous**  
Tales of Ladybug & Cat Noir

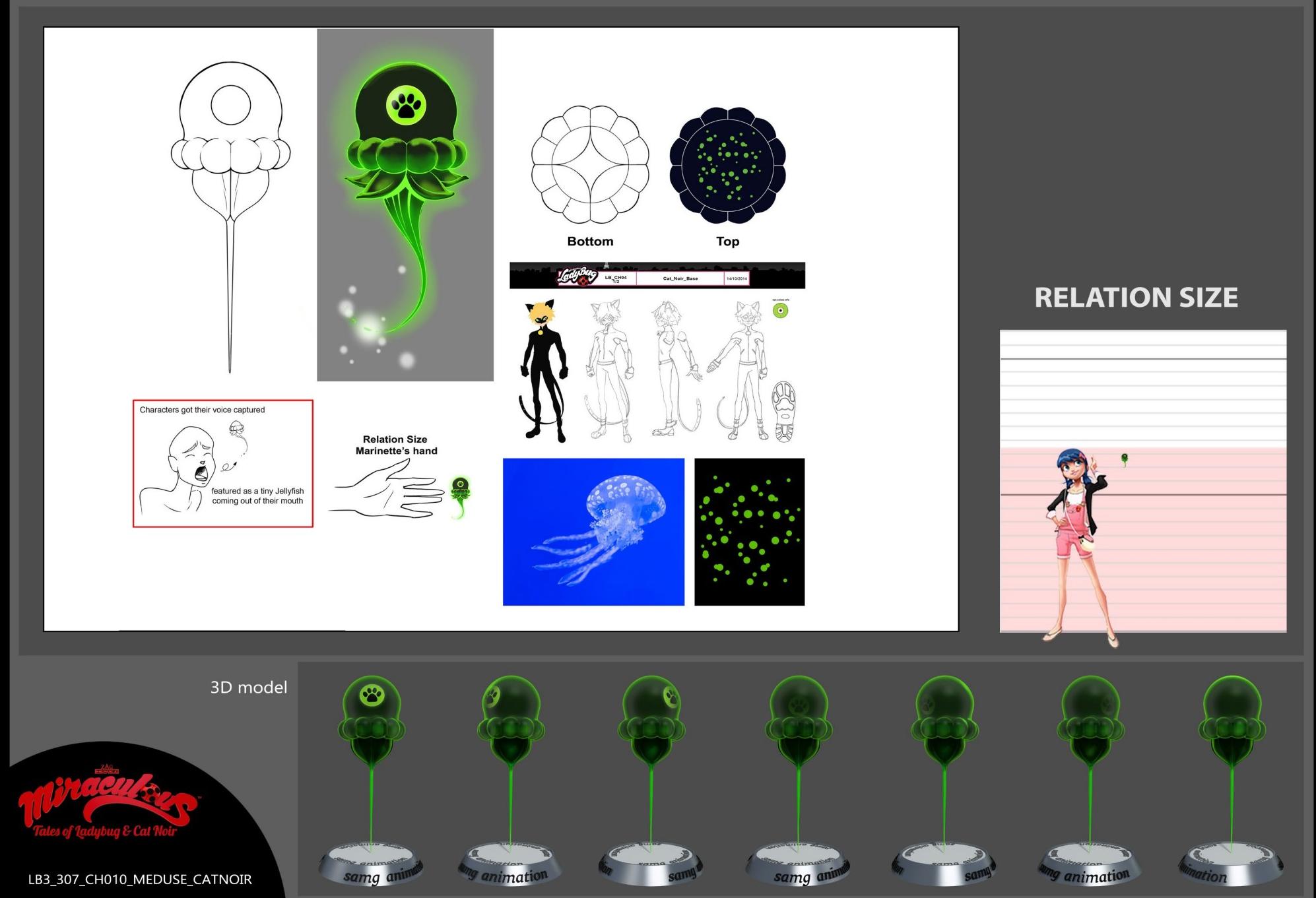
LB3\_307\_CH006\_XY\_KITTY\_SECTION\_COPY

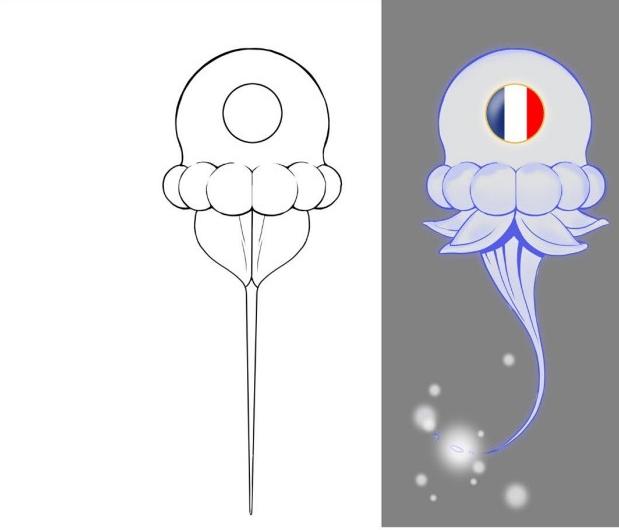




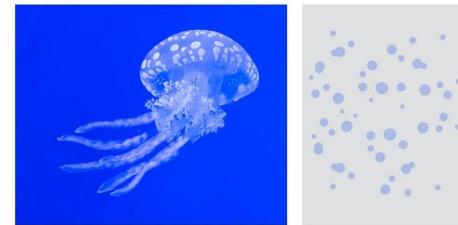
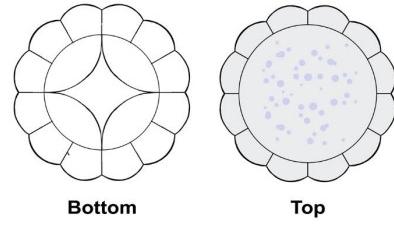




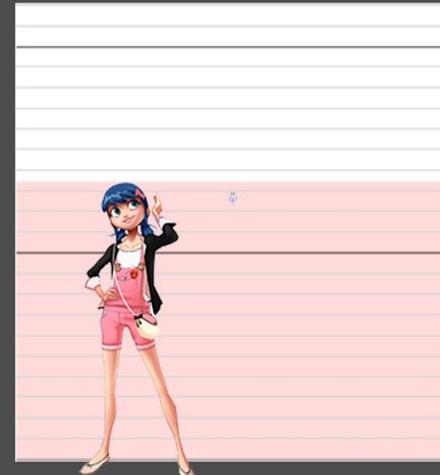




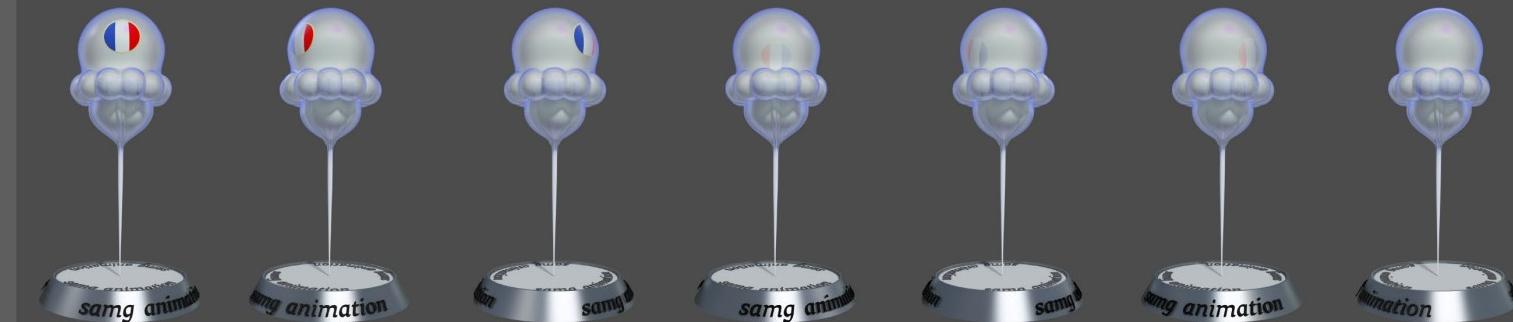
Characters got their voice captured  
  
 featured as a tiny Jellyfish coming out of their mouth



## RELATION SIZE

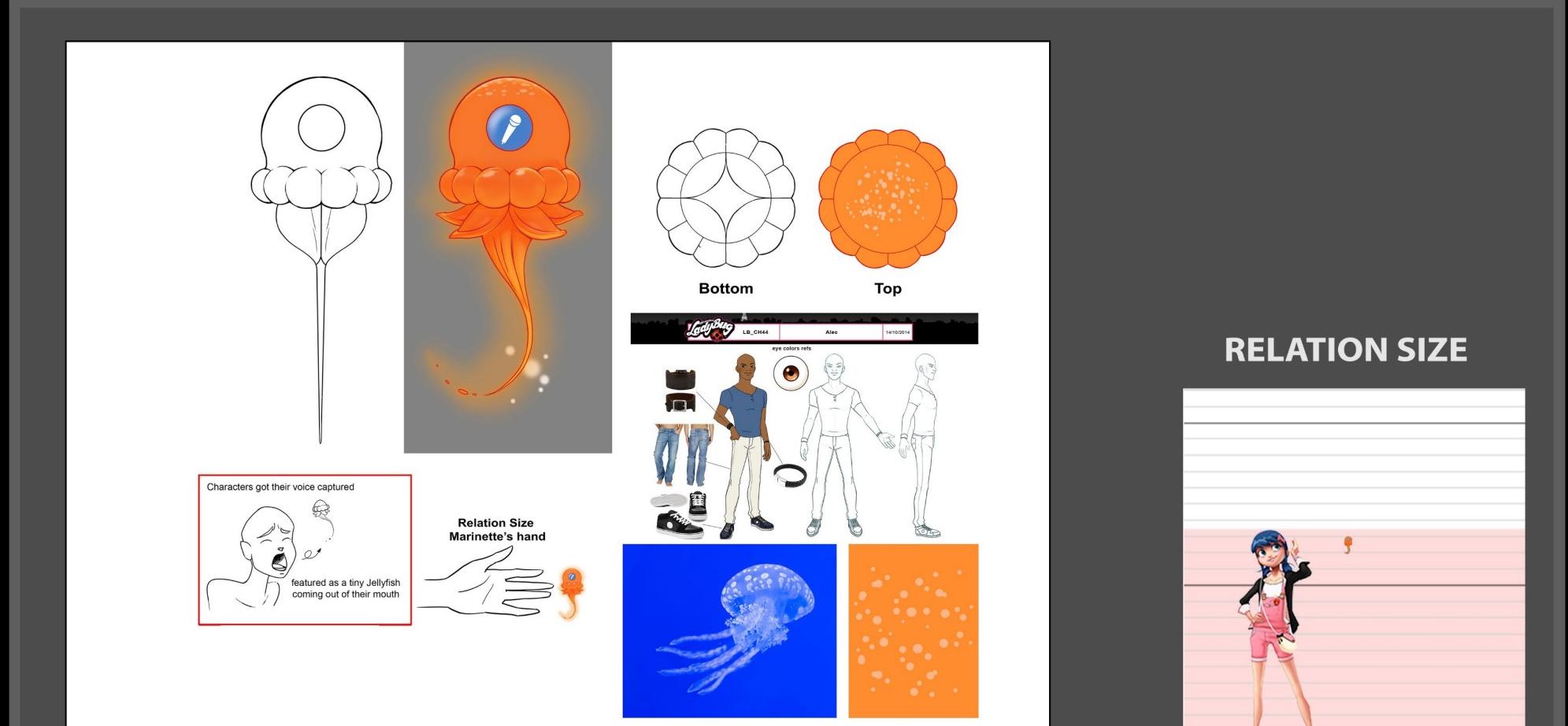


3D model

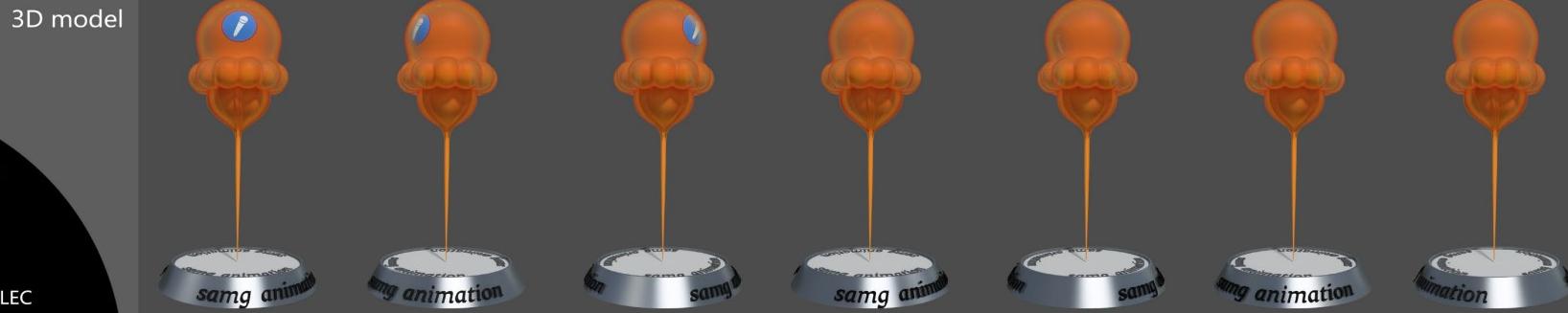


**Miraculous**  
*Tales of Ladybug & Cat Noir*

LB3\_307\_CH011\_MEDUSE\_MR\_ANDRE\_BOURGEOIS

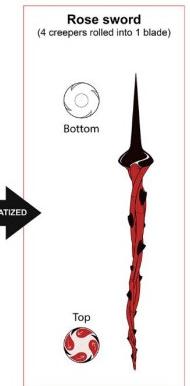
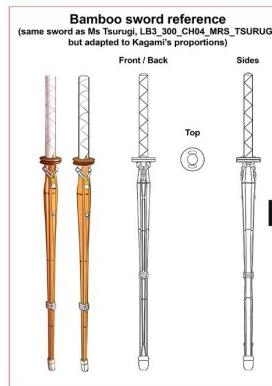
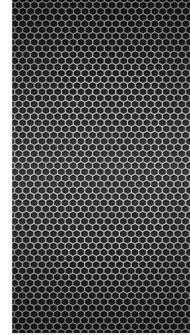
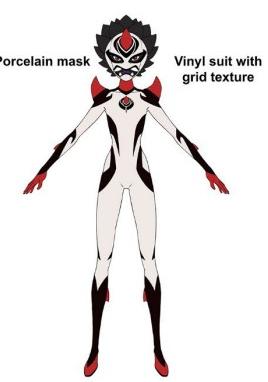


## RELATION SIZE



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_307\_CH012\_MEDUSE\_ALEC



## RELATION SIZE

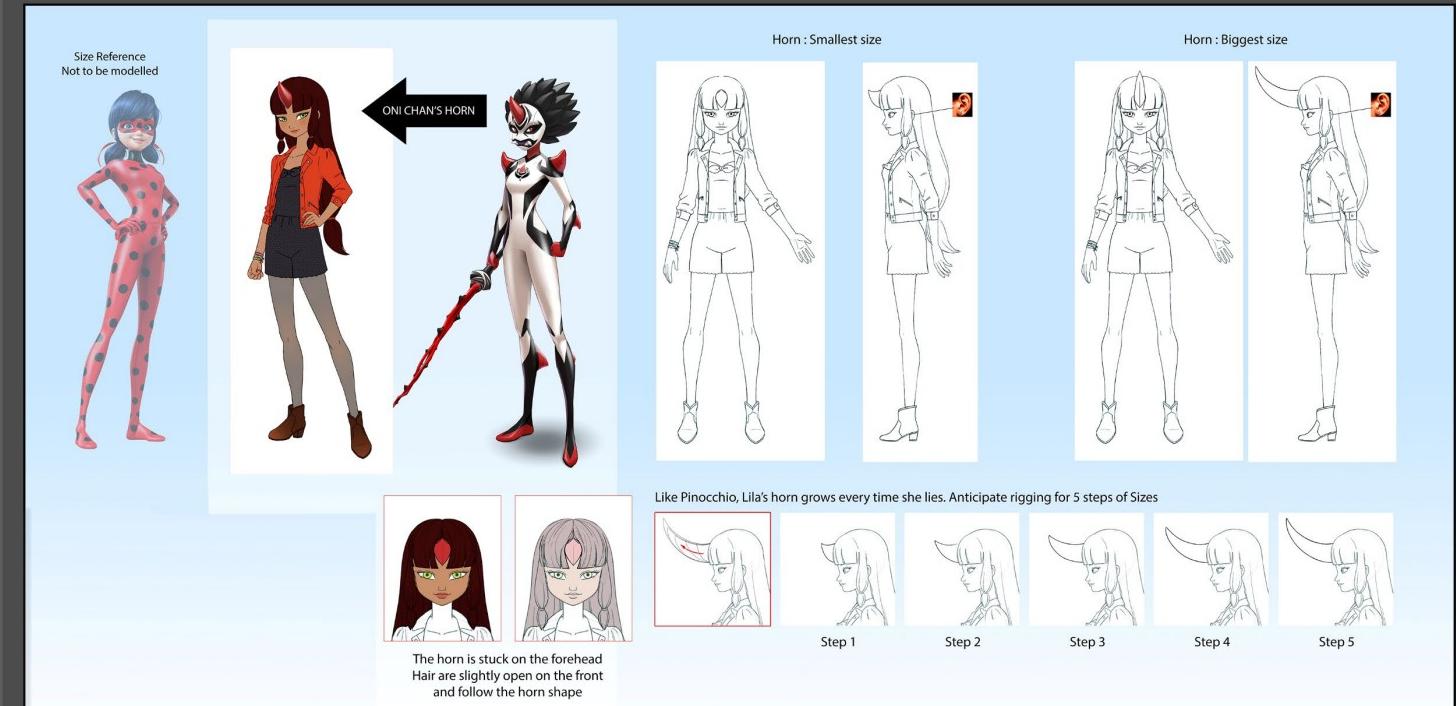


3D model

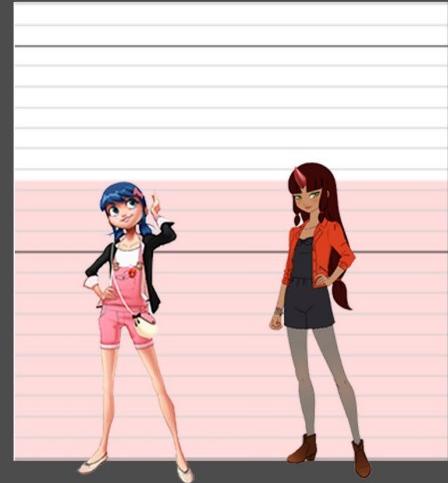


**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_308\_CH001\_ONI-CHAN



## RELATION SIZE

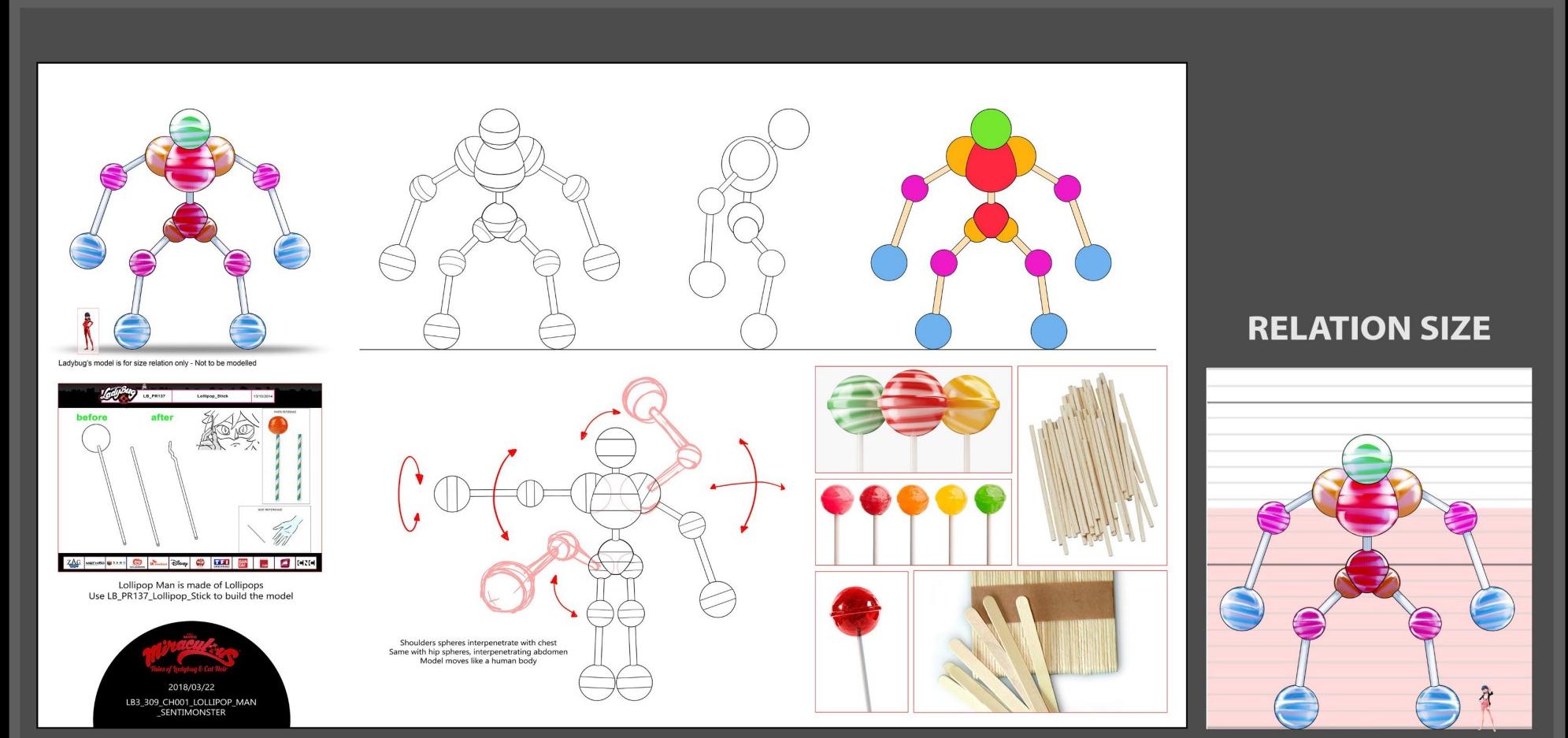


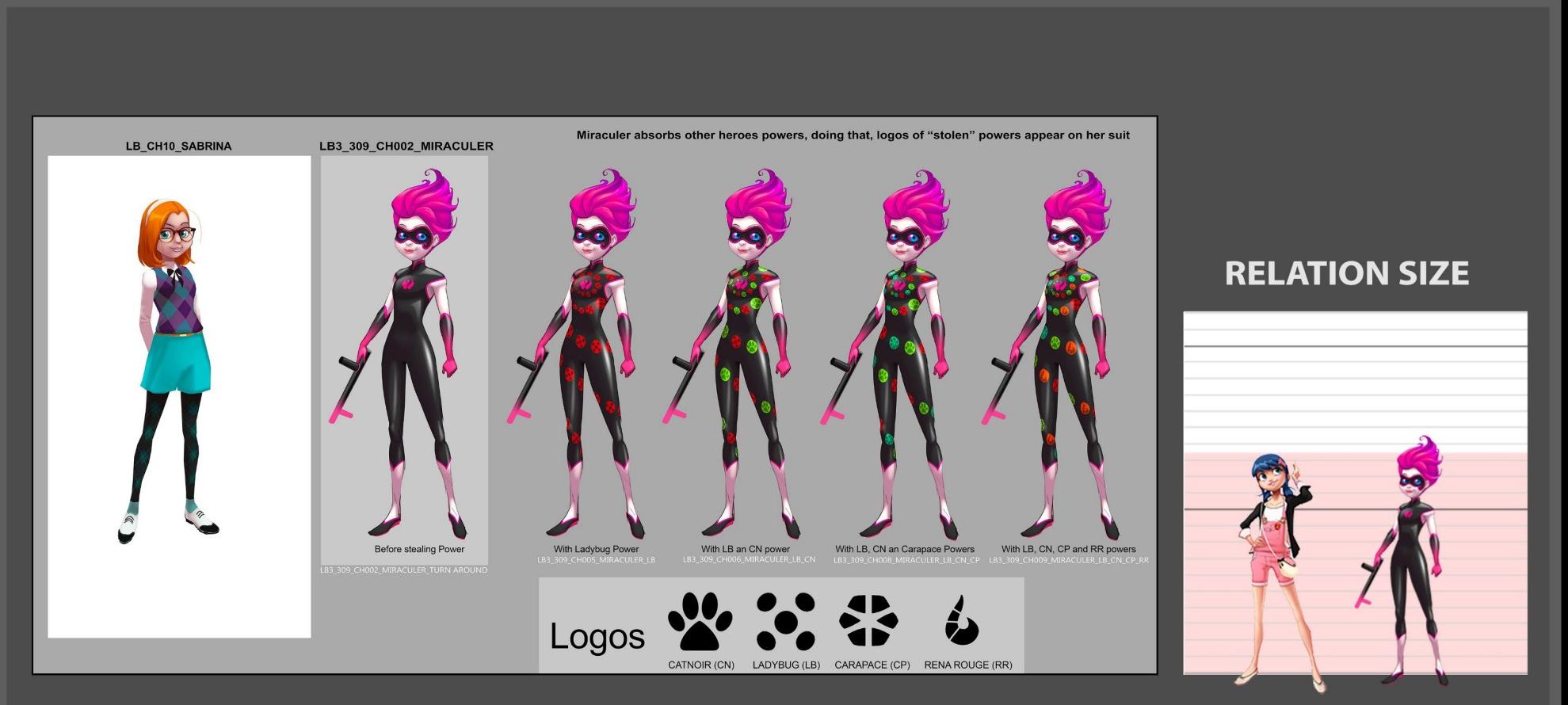
3D model

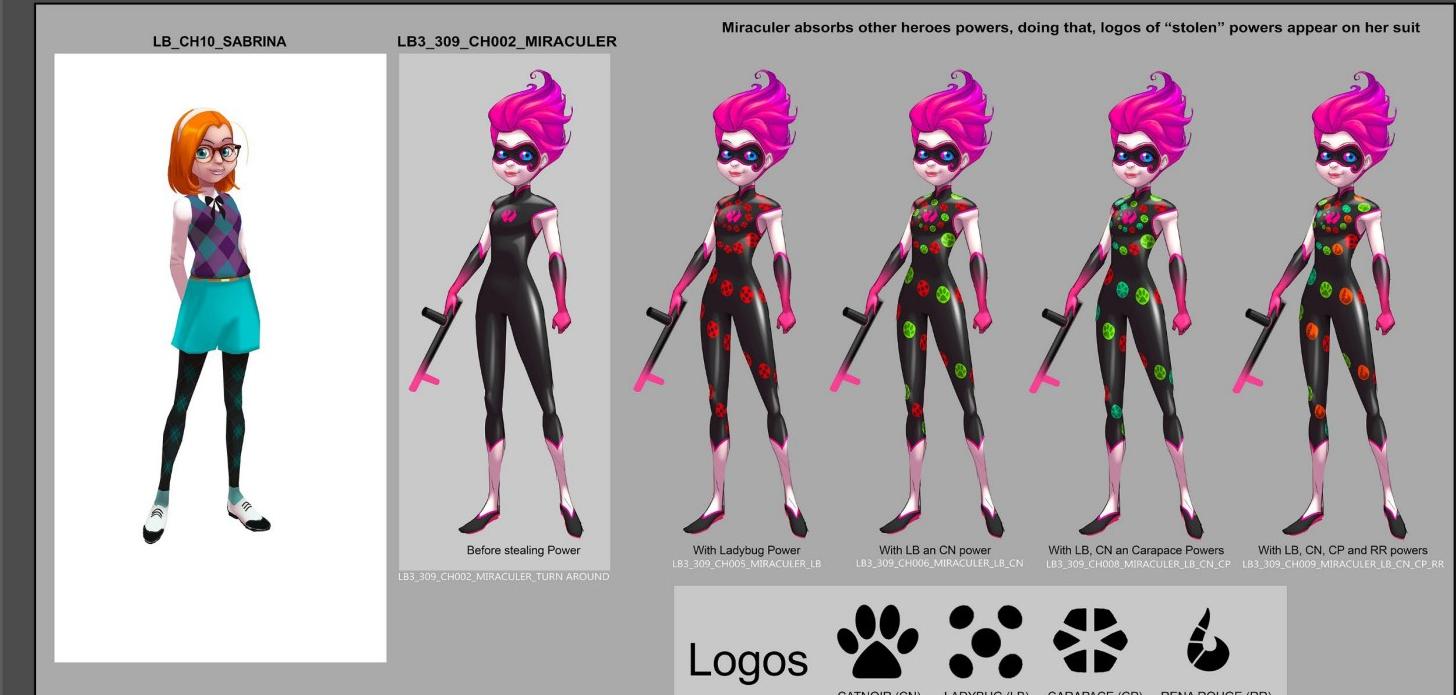


**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_308\_CH003\_LILA\_HORN



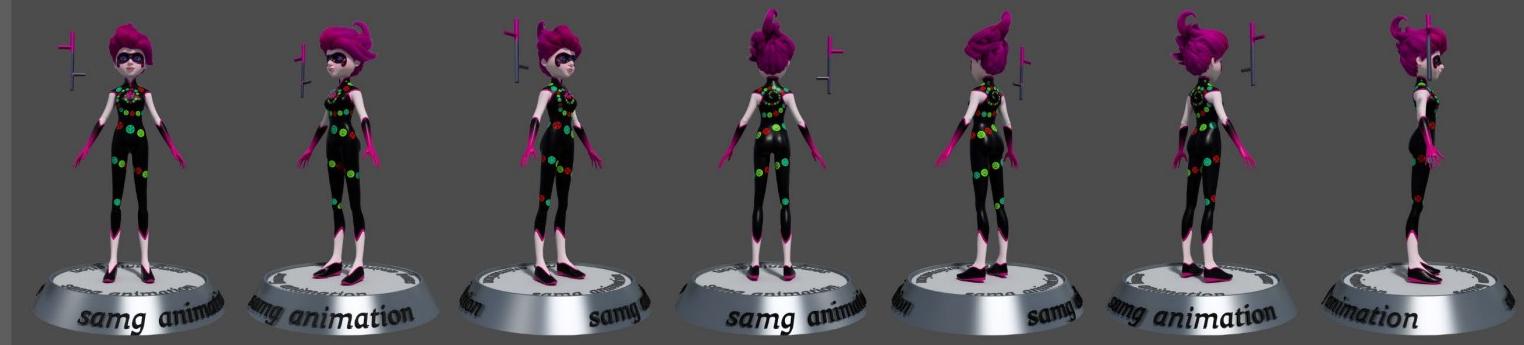




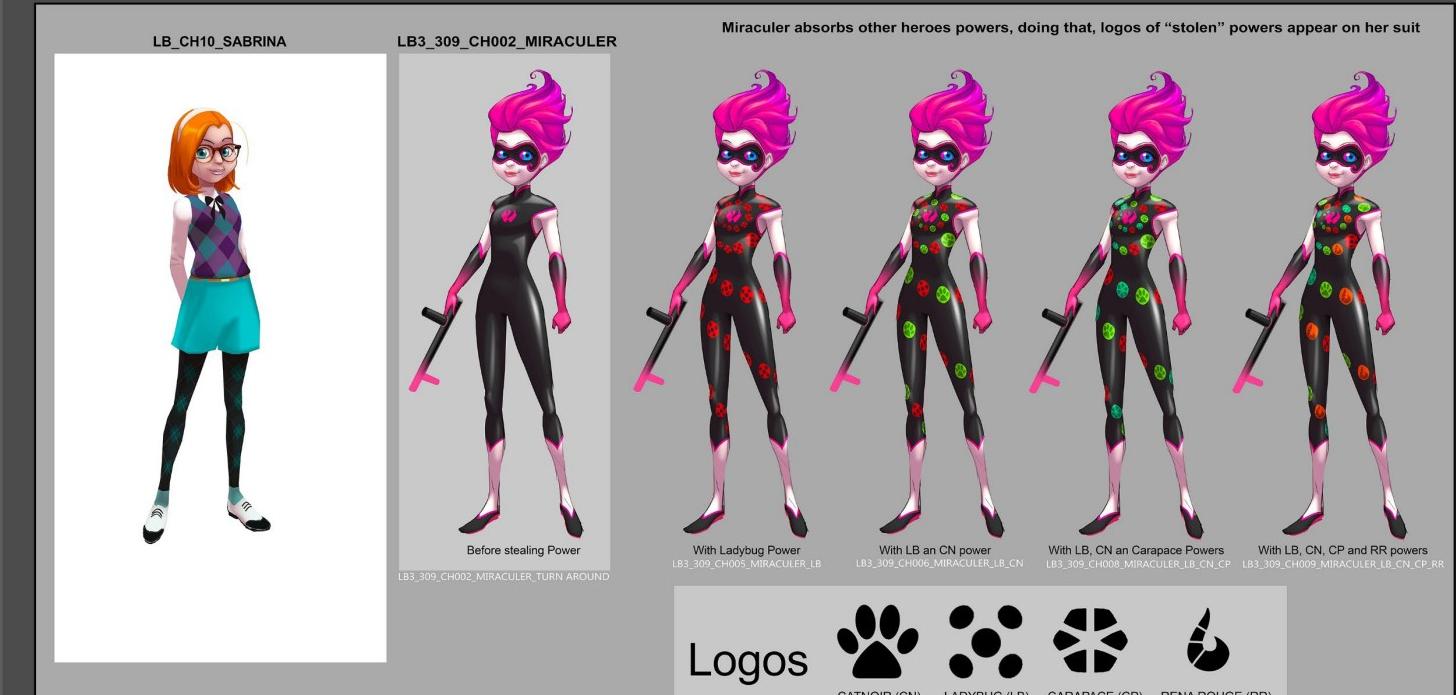
## RELATION SIZE



3D model



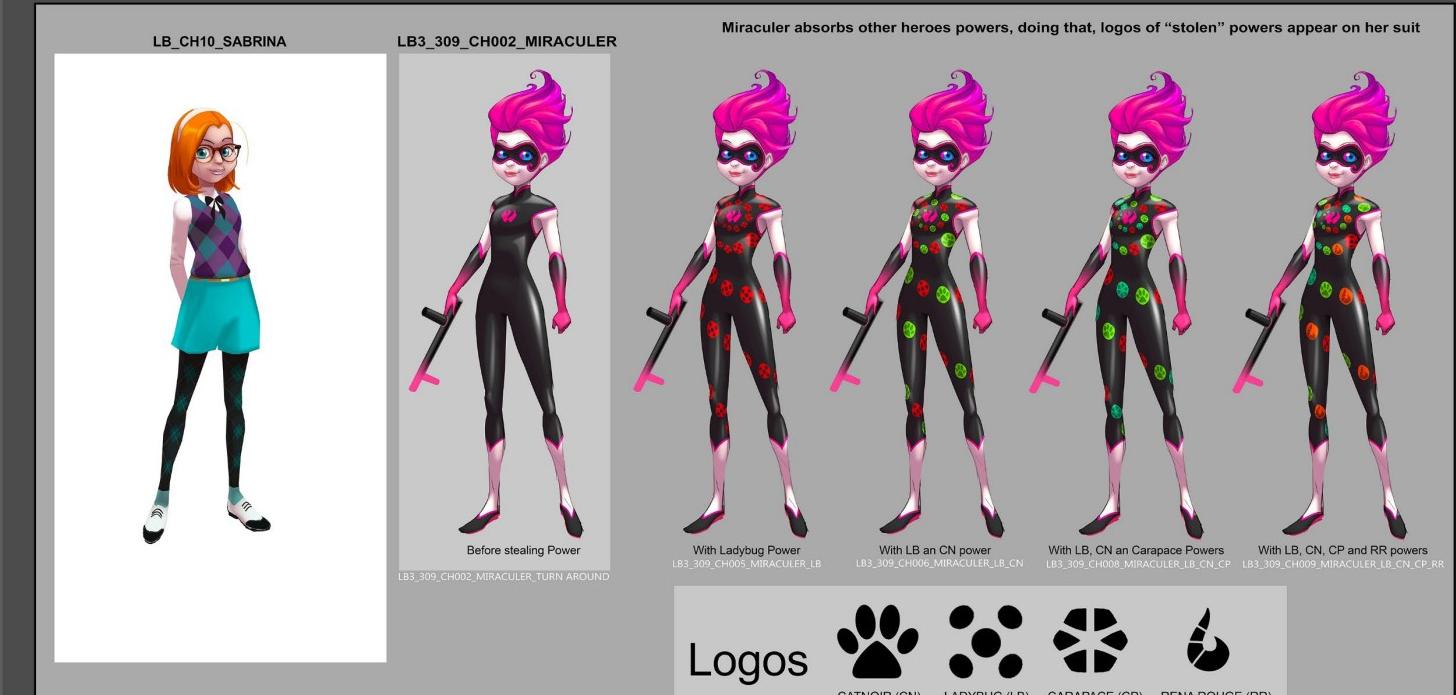
**Miraculer**  
Tales of Ladybug & Cat Noir



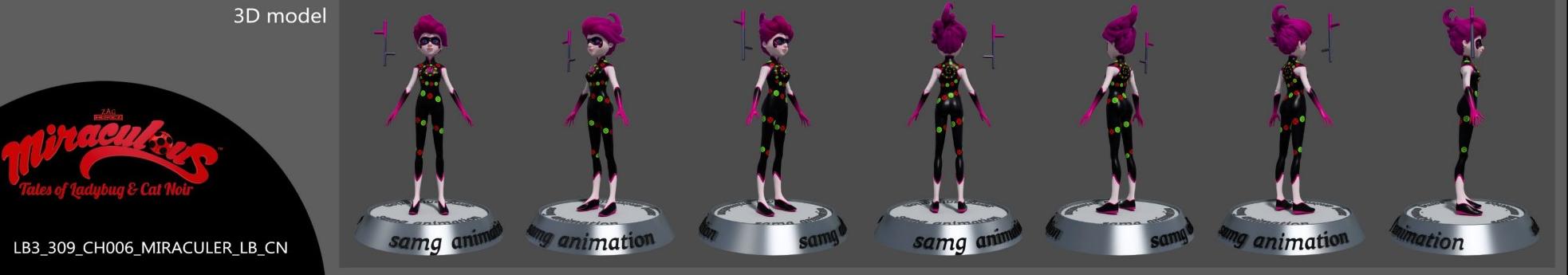
## RELATION SIZE

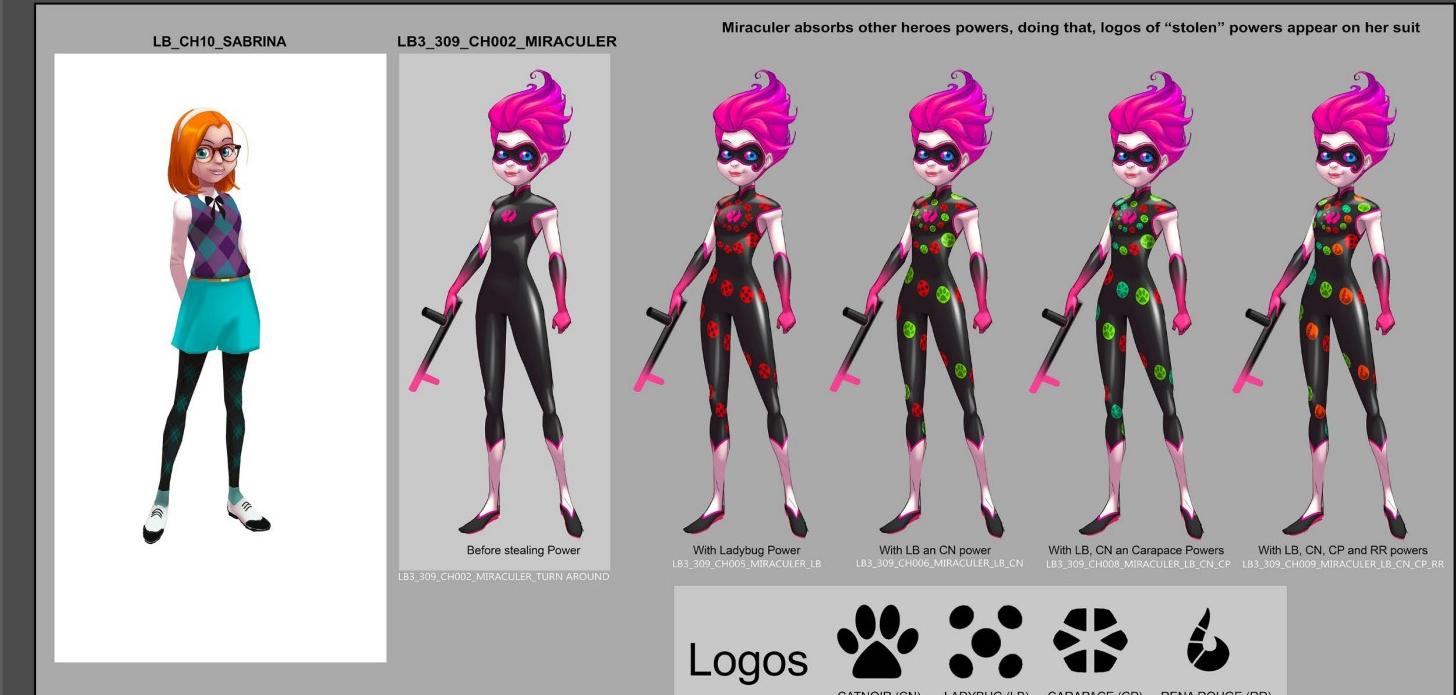


**Miraculer**  
Tales of Ladybug & Cat Noir



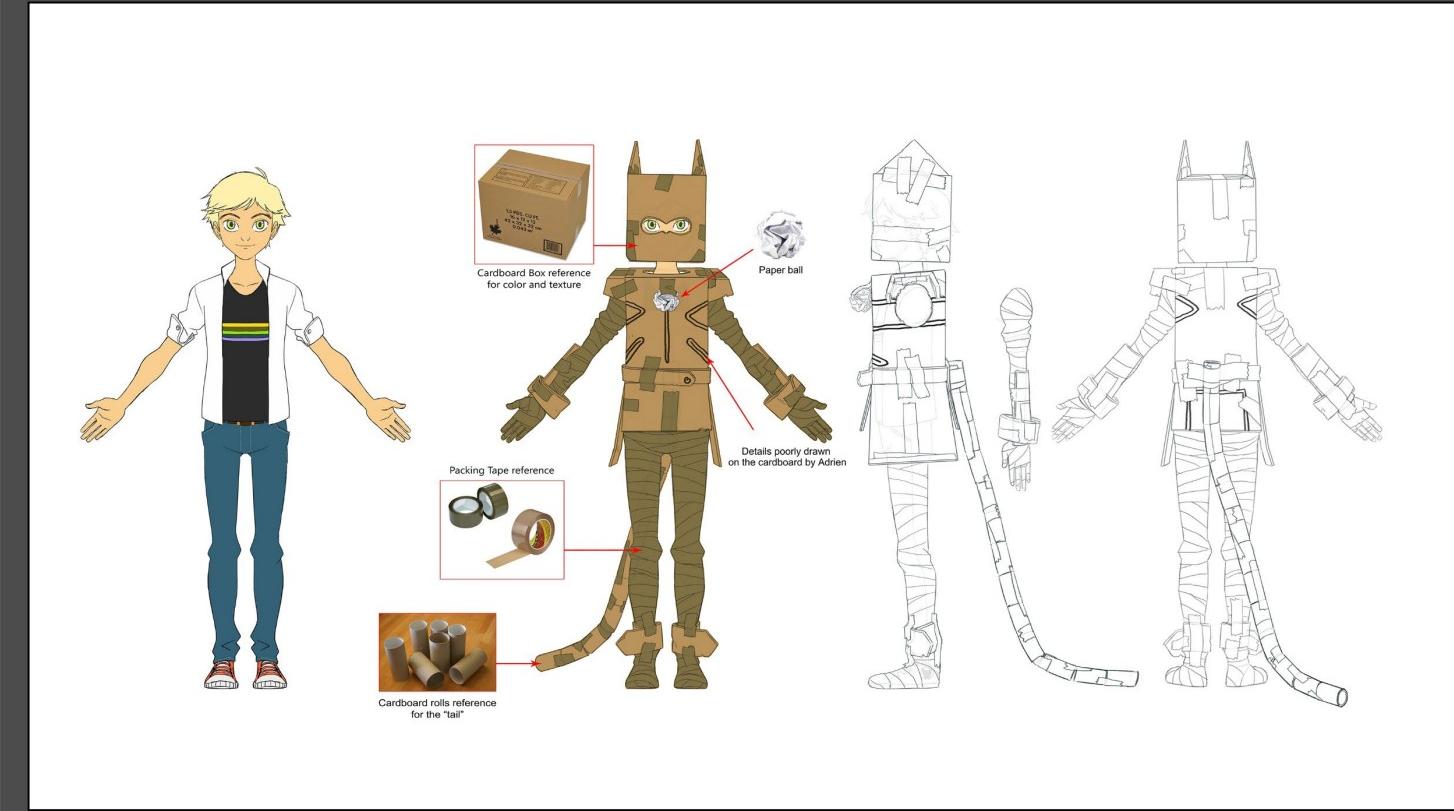
## RELATION SIZE





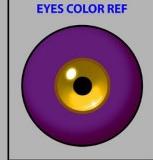
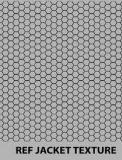
## RELATION SIZE



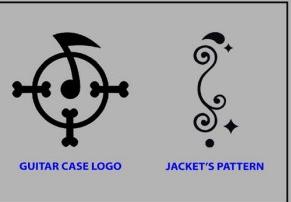


## RELATION SIZE





## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_311\_CH001\_DESPERADA

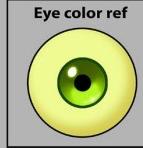
LB\_CH04\_CAT\_NOIR



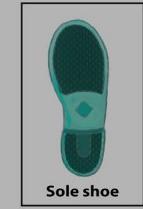
LEATHER SUIT REF



SKIN SUIT TEXTURE REF



SNAKE'S MIRACULOUS



Sole shoe

## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_311\_CH002\_ASPIK



Vivica reference



Guitar case and stickers



## RELATION SIZE

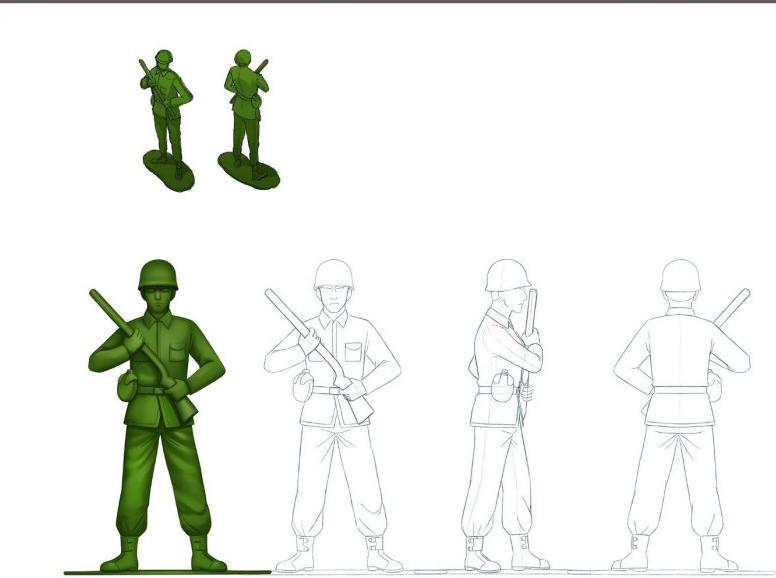
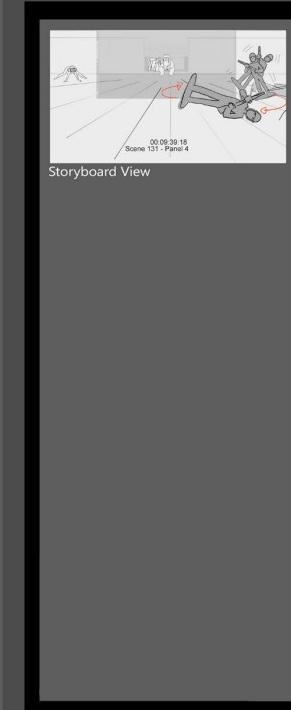


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_311\_CH003\_VIVICA



## RELATION SIZE



3D model

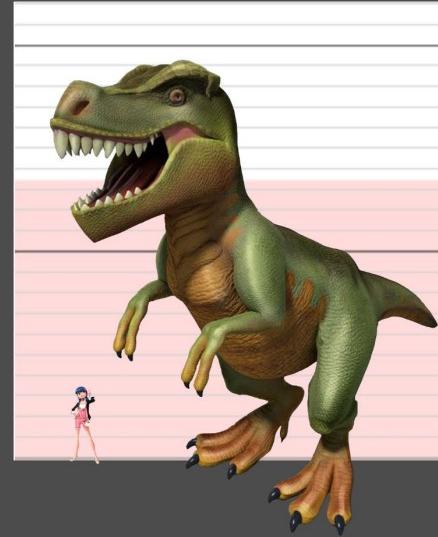


**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_312\_CH002\_TOY\_SOLDIER



## RELATION SIZE

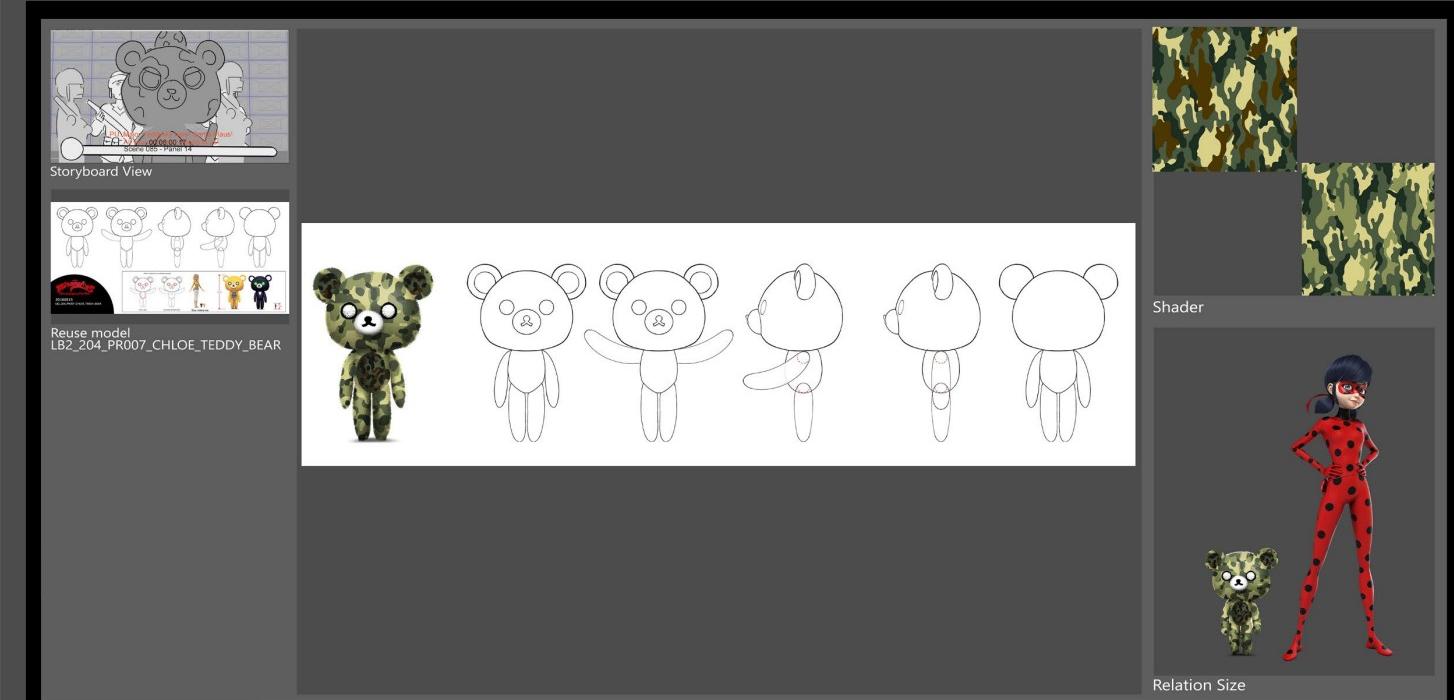


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_312\_CH003\_TOY\_TREX



## RELATION SIZE

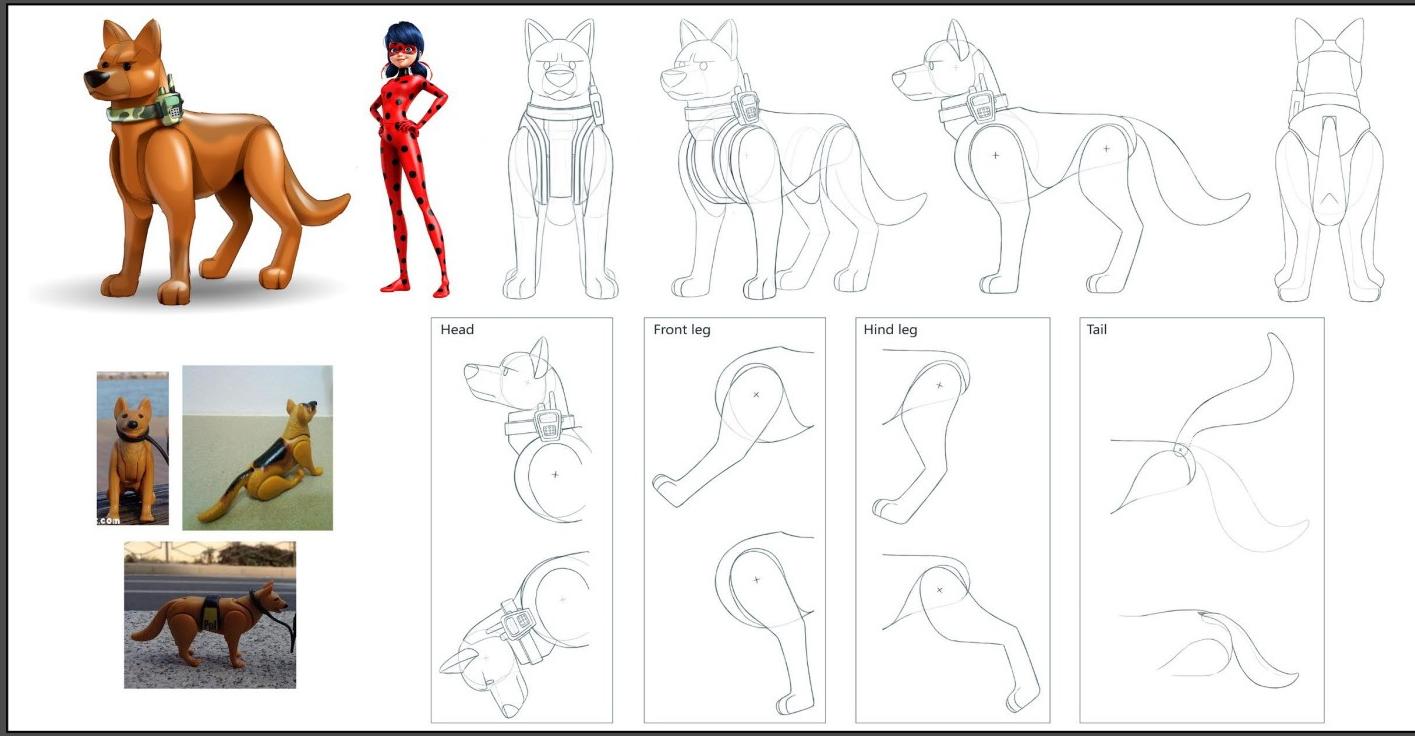


3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_312\_CH004\_MAJOR\_TEDDY





## RELATION SIZE



3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_312\_CH005\_TOY\_DOG



Nino & Ladybug are for Size Relation - Not to be modelled

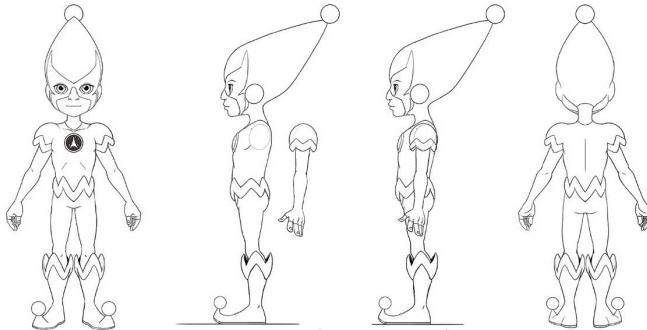
Remonter entre-jambe et rallonger les bras ( poignet au niveau de l'entre-jambe)

# CHRISMASTER



Shiny spandex for suit  
and balls

Tileable pattern  
as texture for suit



## RELATION SIZE



### 3D model

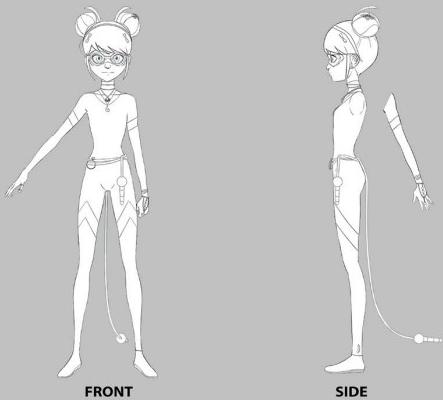
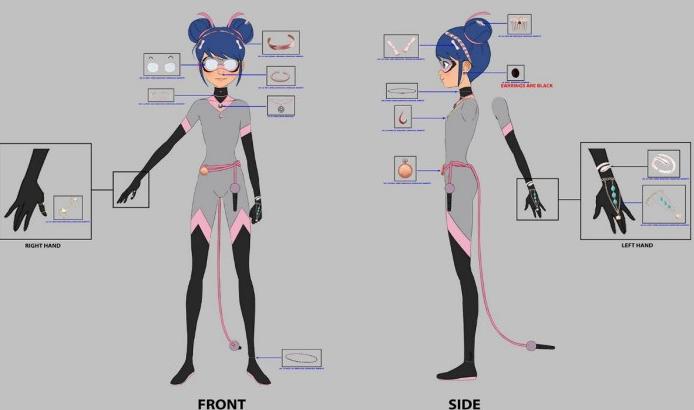
**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_312\_CH006\_CHRISMASTER

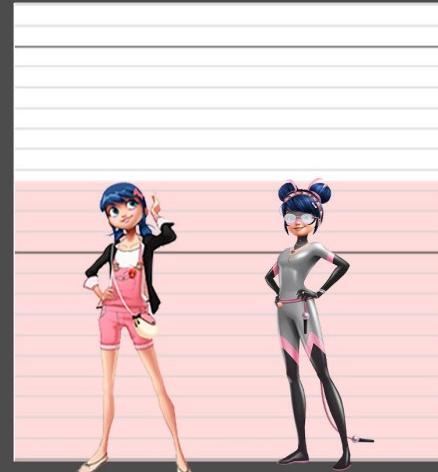




REUSE THE CHARACTER «LB3\_314\_CH002\_POLYMOUSE» AND ADD SHIRT AND PANTS IN CAMOUFLAGE MODE (EXCEPT THE MOUSE MIRACULOUS UNCHARGED) AND THE LADYBUG MIRACULOUS UNCHARGED). REFER TO THE DESIGN JUST ABOVE



## RELATION SIZE



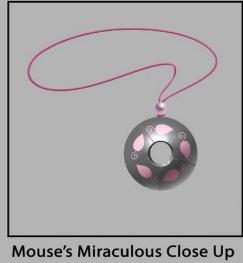
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_314\_CH001\_POLYMOUSE\_15  
MIRACULOUS\_CAMOUFLAGE\_MARINETTE

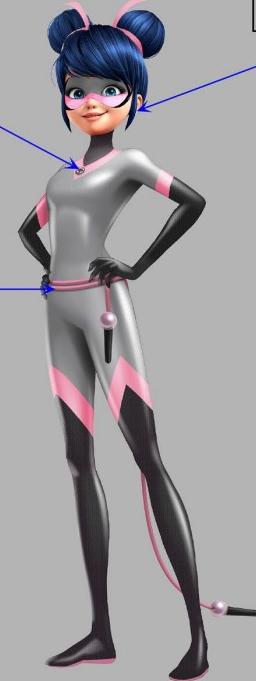
LB\_CH01\_LADYBUG



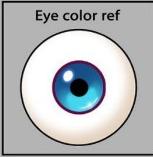
Mouse's Miraculous Close Up



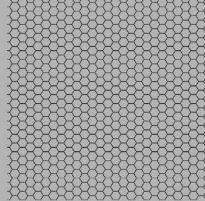
Plastic Texture for her  
jumping rope tail



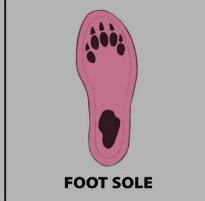
LB\_PR01\_MARINETTE\_EARRINGS



Eye color ref



REF TEXTURE SUIT



FOOT SOLE

## RELATION SIZE

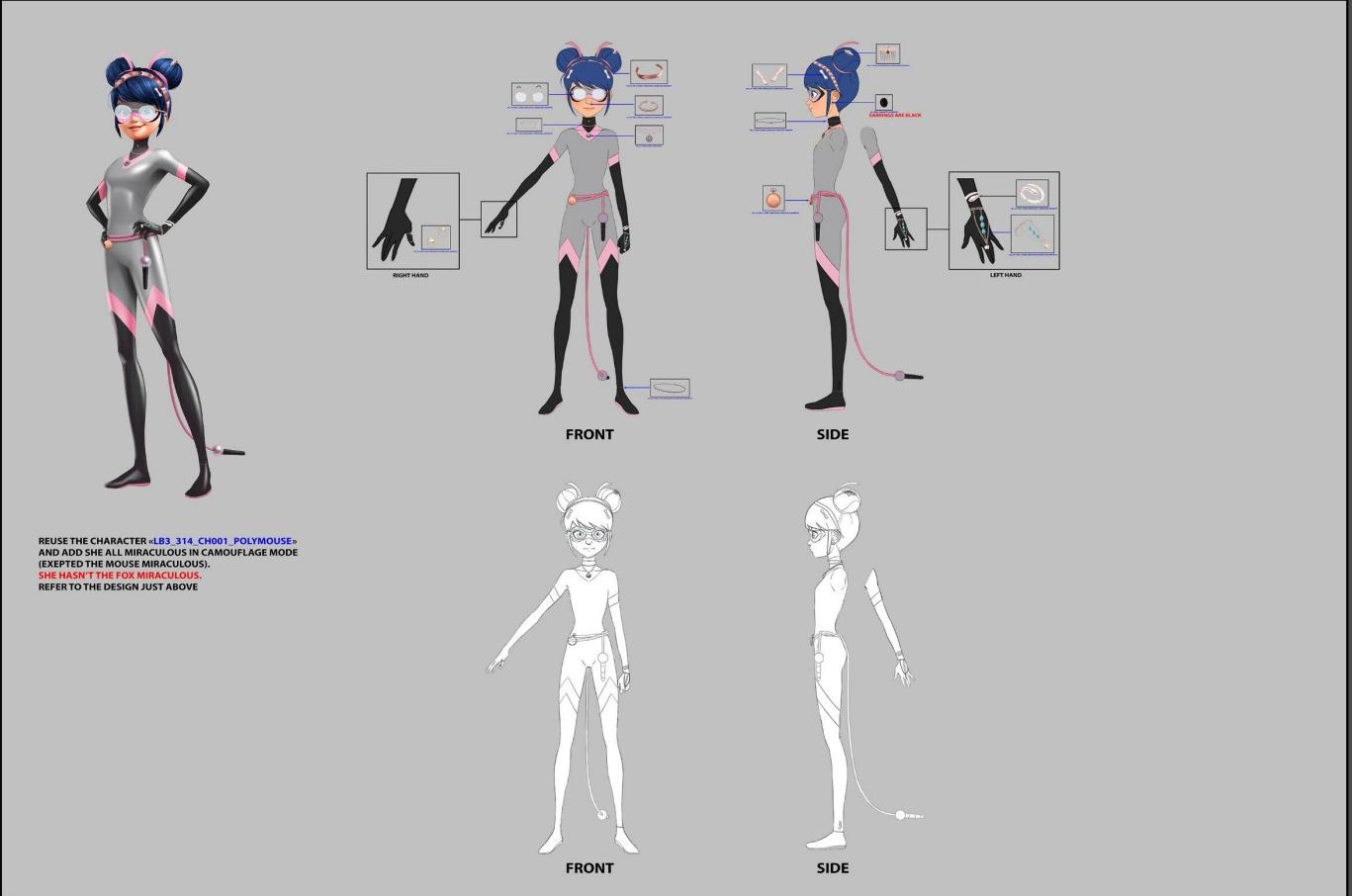


3D model

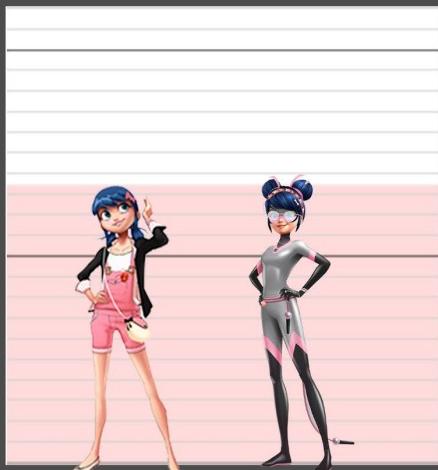


LB3\_314\_CH002\_POLYMOUSE





## RELATION SIZE

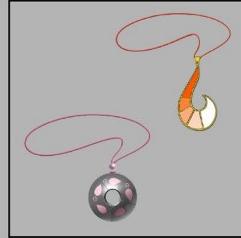


3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

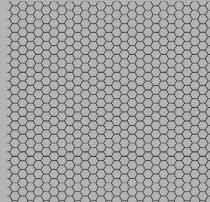
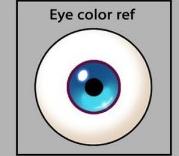
LB3\_314\_CH003\_POLYMOUSE\_14  
MIRACULOUS\_CAMOUFLAGE\_MARINETTE



Mouse's and Fox's  
Miraculous Close Up



Plastic Texture for her  
jumping rope tail



REF TEXTURE SUIT



FOOT SOLE

## RELATION SIZE

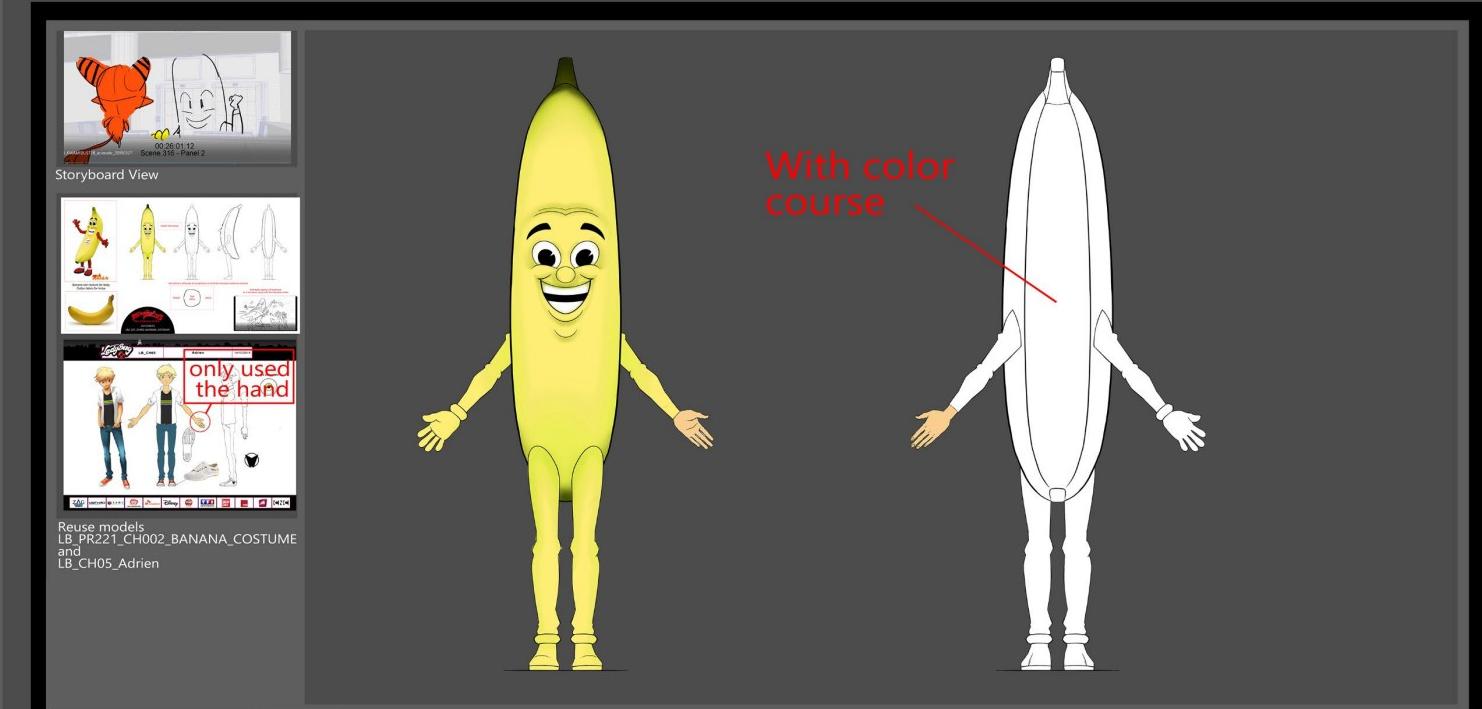


3D model

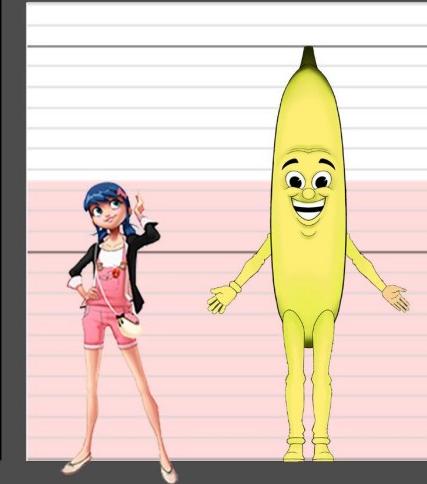


**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_314\_CH004\_POLYFOX



## RELATION SIZE



3D model



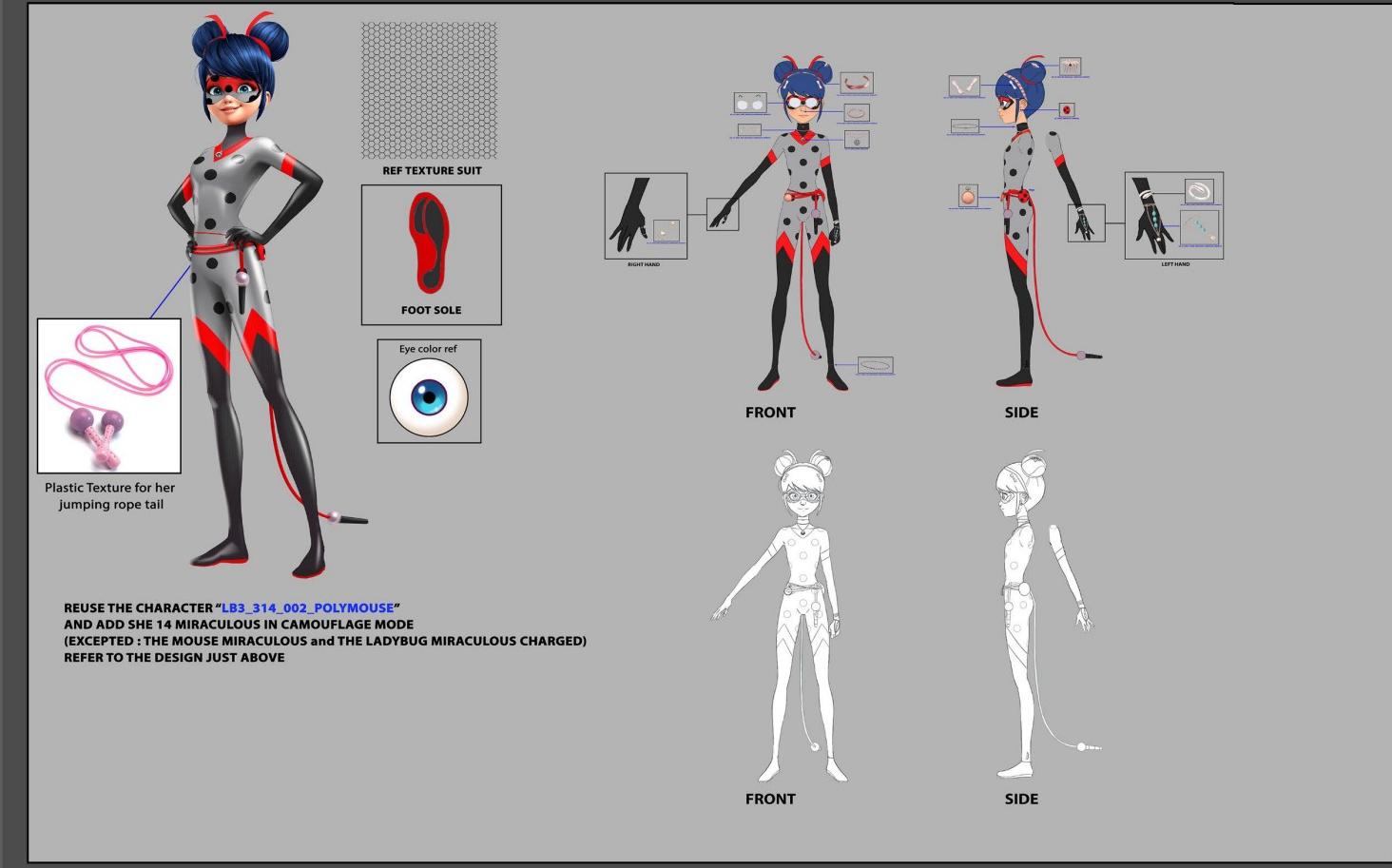
**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_311.CH001\_LB3\_314.CH005\_BANANA\_COSTUME\_WITHOUT\_GLOVES



## RELATION SIZE





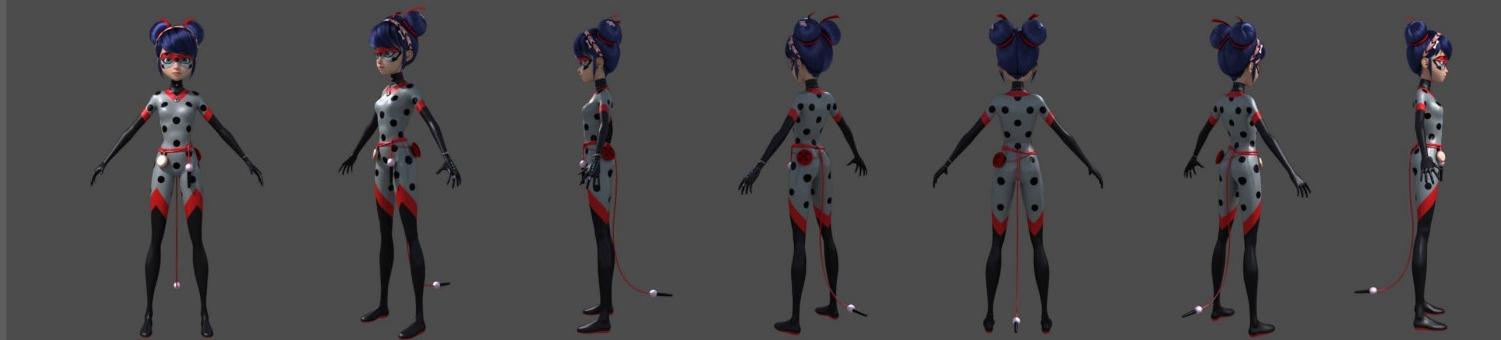
## RELATION SIZE

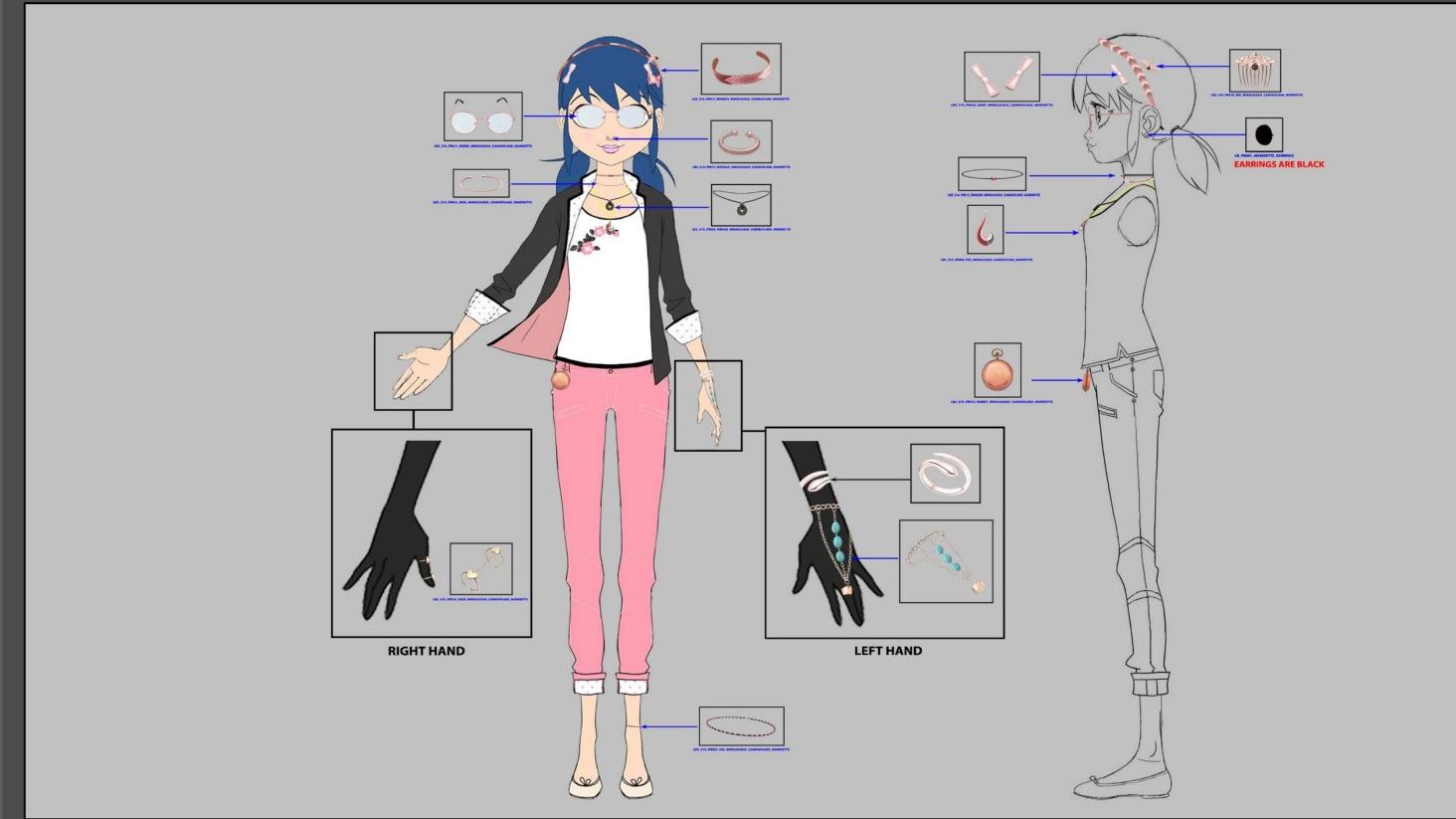


3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_314\_CH007\_POLYBUG\_14\_MIRACULOUS





## RELATION SIZE



3D model



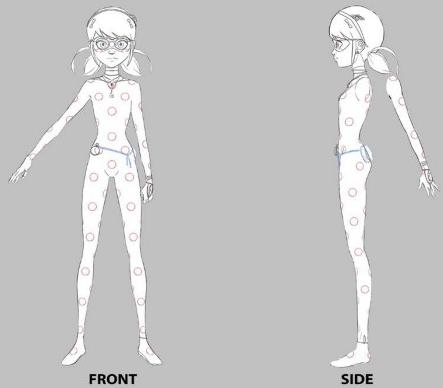
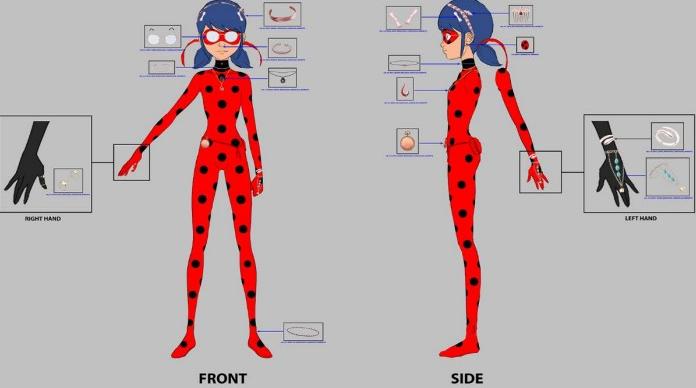
**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_314.CH008\_MARINETTE\_15  
MIRACULOUS\_CAMOUFLAGE\_MARINETTE



REUSE THE CHARACTER «LB\_CH01\_Ladybug\_Base»  
AND ADD SHE ALL MIRACULOUS IN MARINETTE CAMOUFLAGE MODE  
(EXCEPTED THE LADYBUG MIRACULOUS CHARGED).  
REFER TO THE DESIGN JUST ABOVE

NORMAL SIZE



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_314\_CH009\_LADYBUG\_15\_MIRACULOUS

## RELATION SIZE



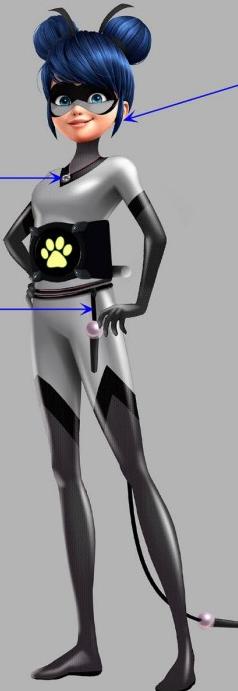
LB\_CH01\_LADYBUG



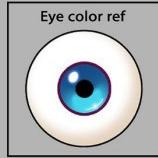
Mouse's and Cat's  
Miraculous Close Up



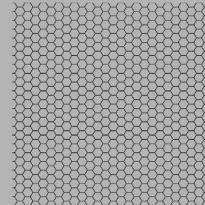
Plastic Texture for her  
jumping rope tail



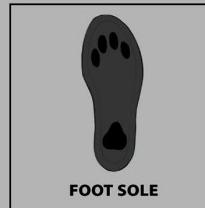
NO EARRINGS !!



Eye color ref



REF TEXTURE SUIT



FOOT SOLE

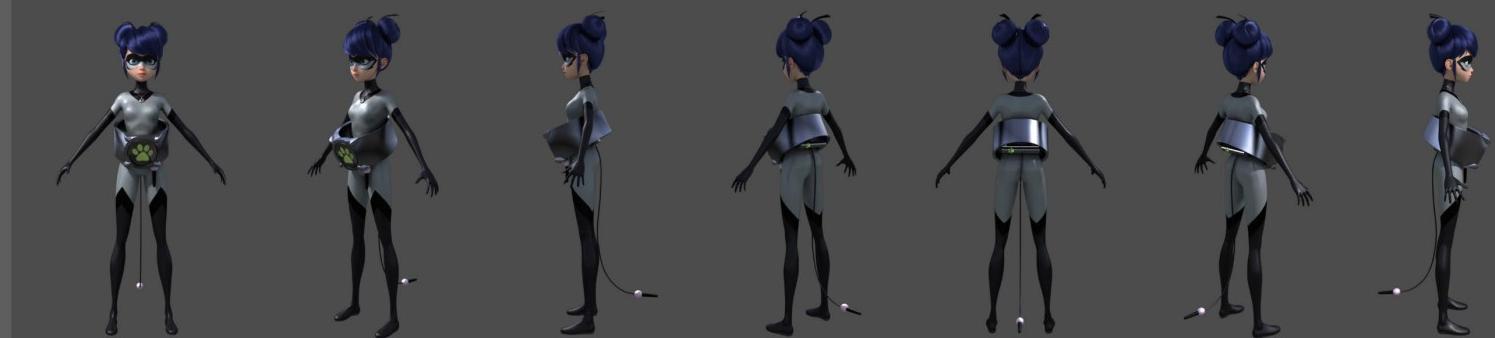
## RELATION SIZE



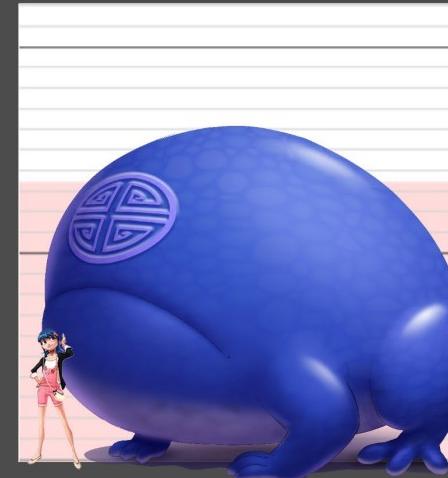
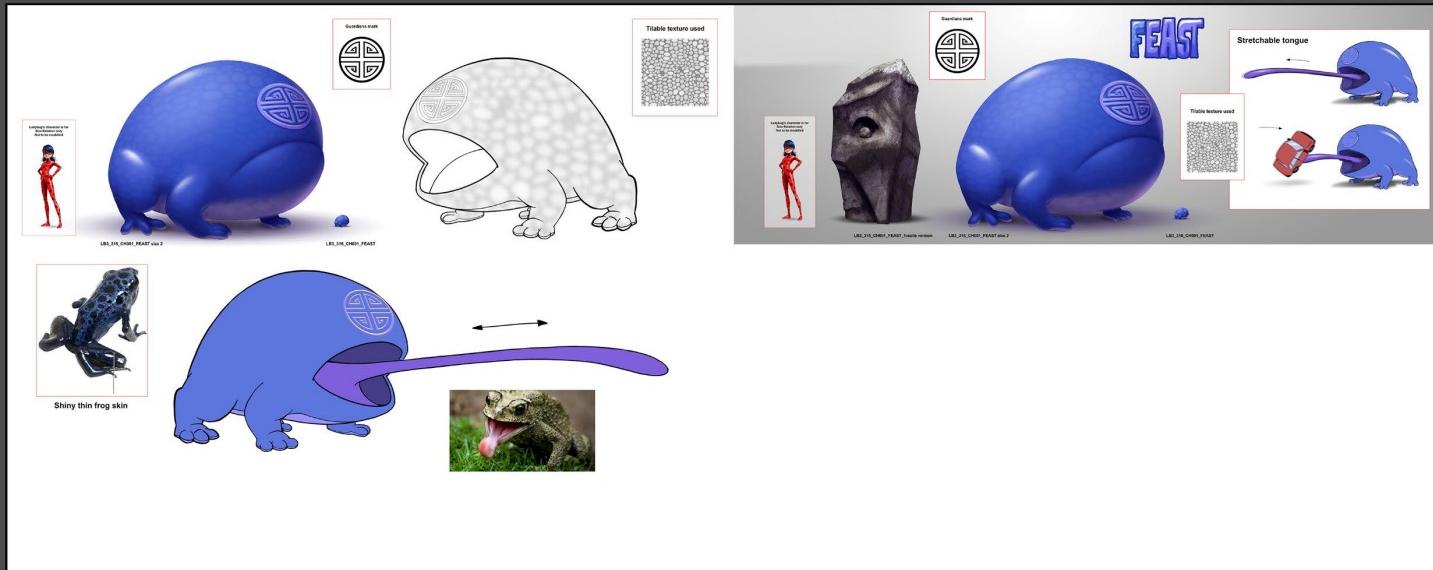
3D model



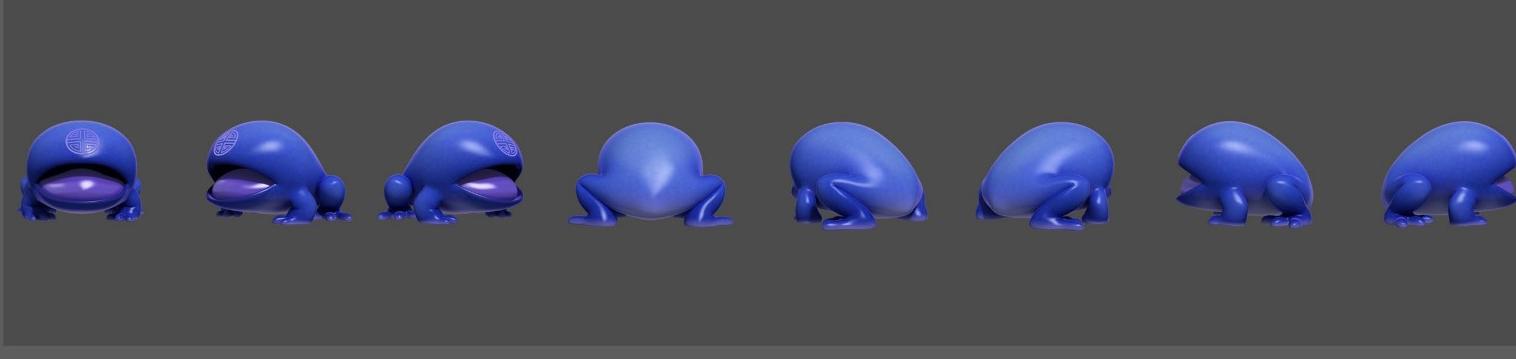
LB3\_314\_CH011\_POLYNOIRE



## RELATION SIZE



3D model



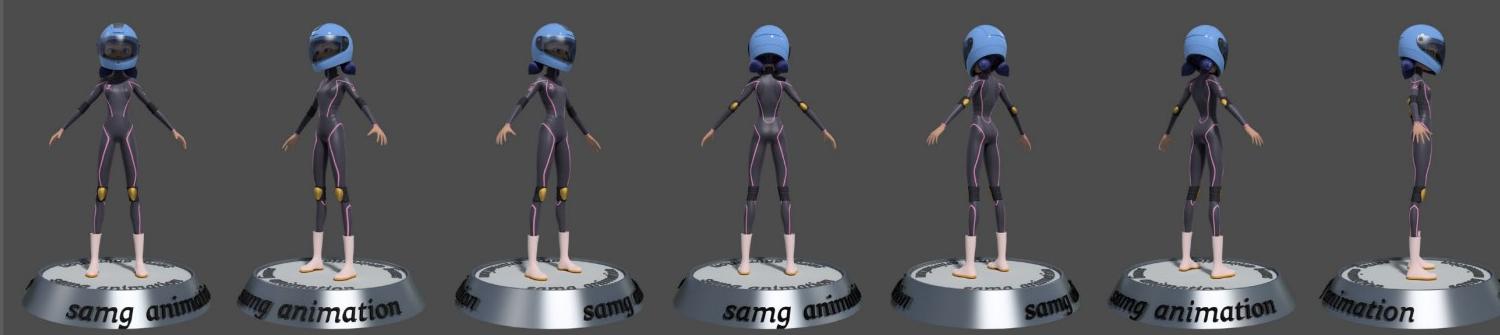
LB3\_315\_CH001\_FEAST



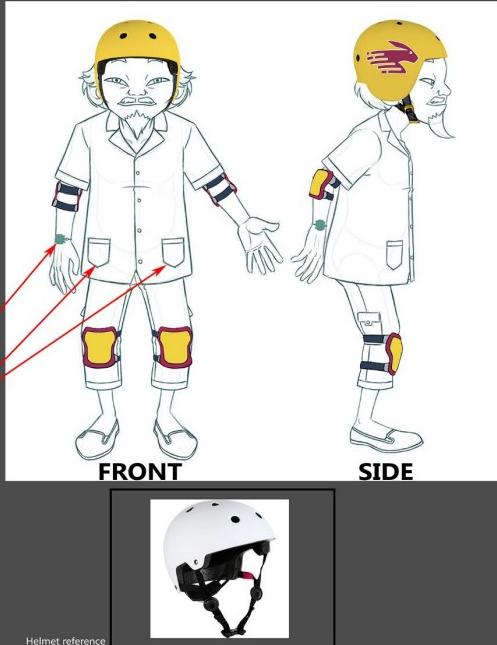
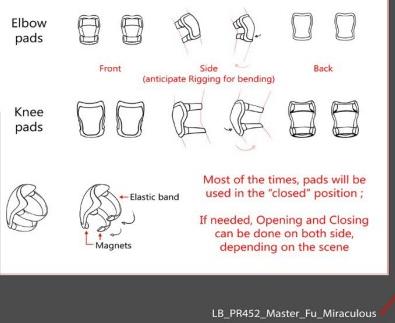
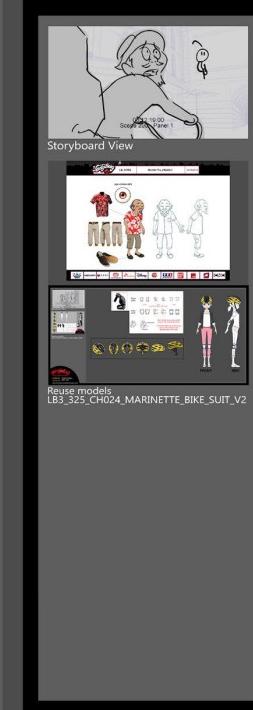
## RELATION SIZE



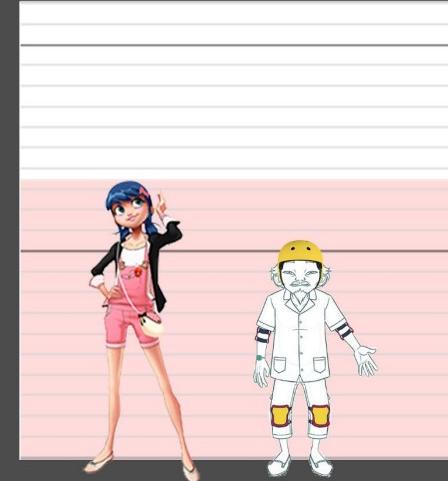
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir



## RELATION SIZE



3D model

**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_315\_CH004\_MASTER\_FU\_DELIVERY\_SUIT





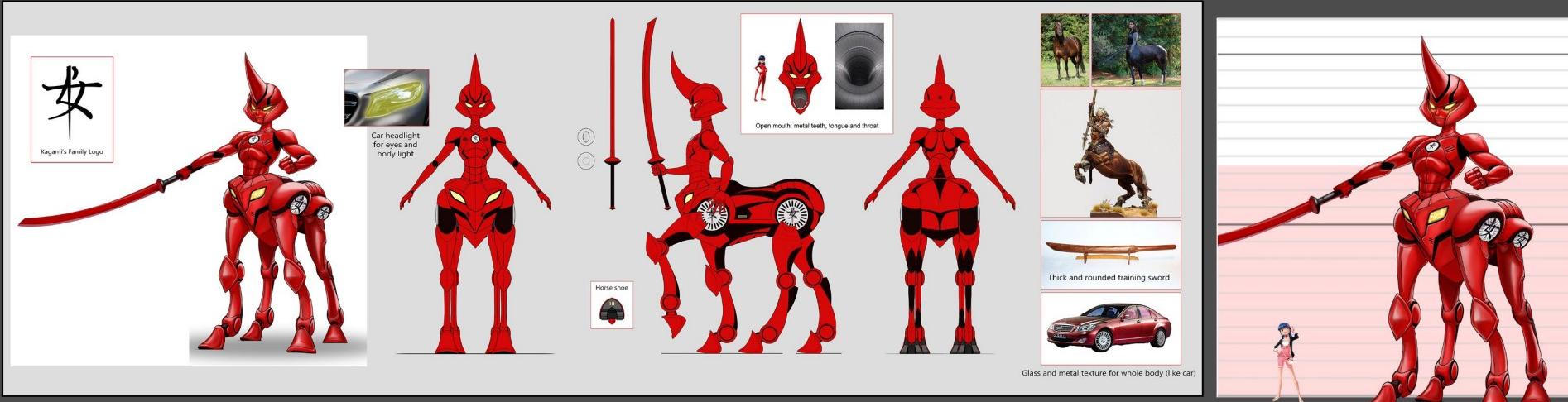
## RELATION SIZE



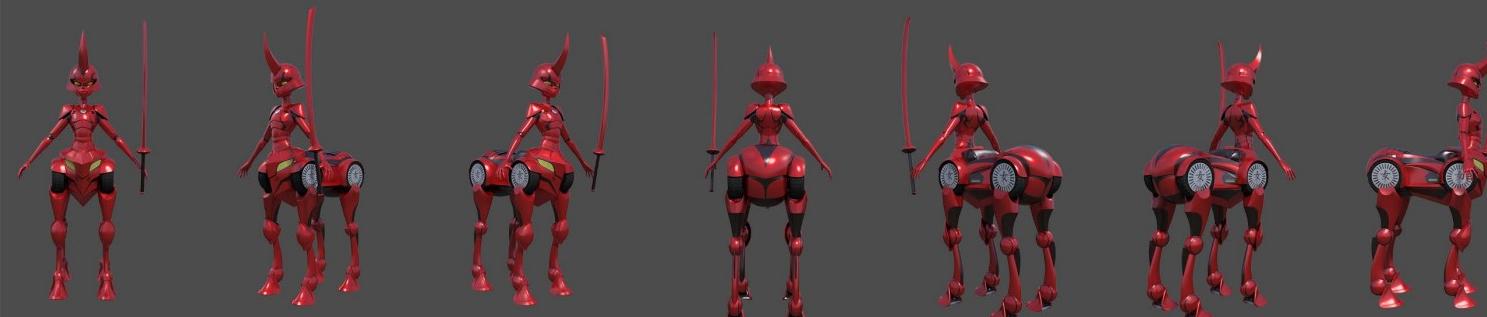
**Miraculous**  
Tales of Ladybug & Cat Noir

LB\_315\_CH005\_MASTER\_FU\_WITH\_MOUSTACHE

## RELATION SIZE



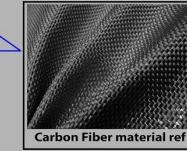
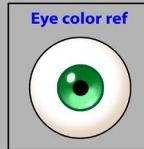
3D model



LB3\_319\_CH007\_CHRIS\_ADULT



AKUMATIZED



## RELATION SIZE



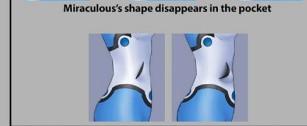
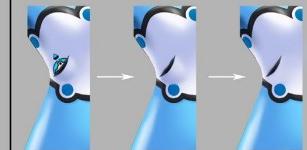
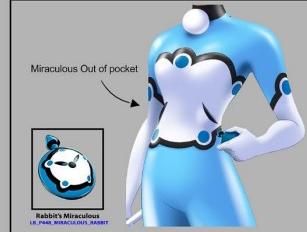
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_319\_CH001\_TIMETAGGER

LB3\_319\_CH004\_ALIX\_ADULT



Rabbit Miraculous must enter inside her pocket and can be outside also held by a rope as a «pocket watch».

⚠ Her pocket must be enough big for put the miraculous inside !



## RELATION SIZE

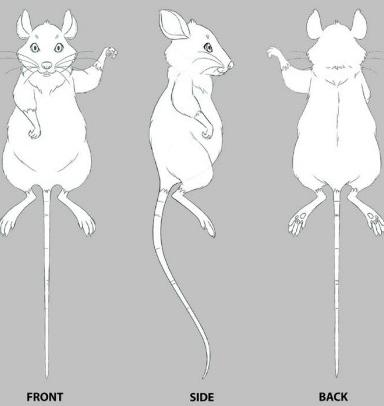
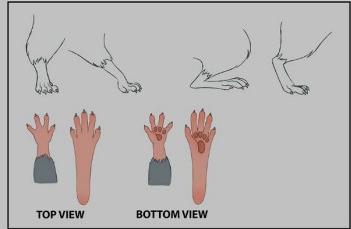
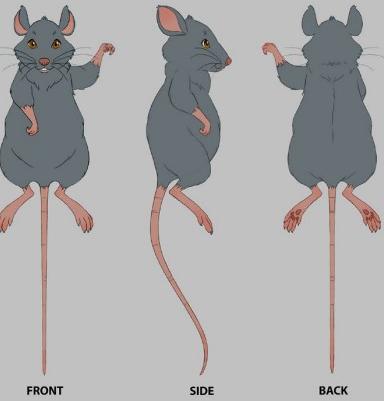
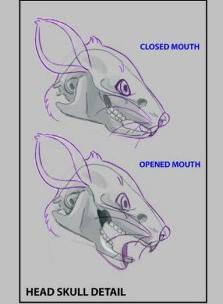
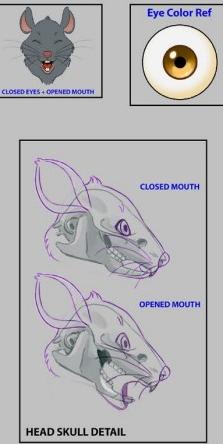
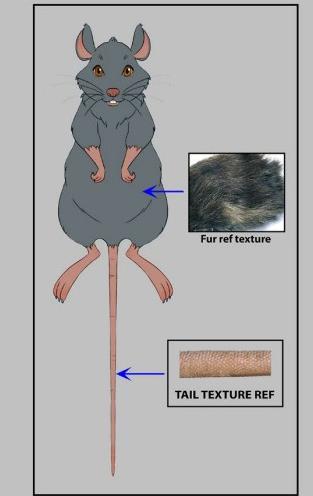


3D model



LB3\_319\_CH002\_BUNNIX\_ADULT

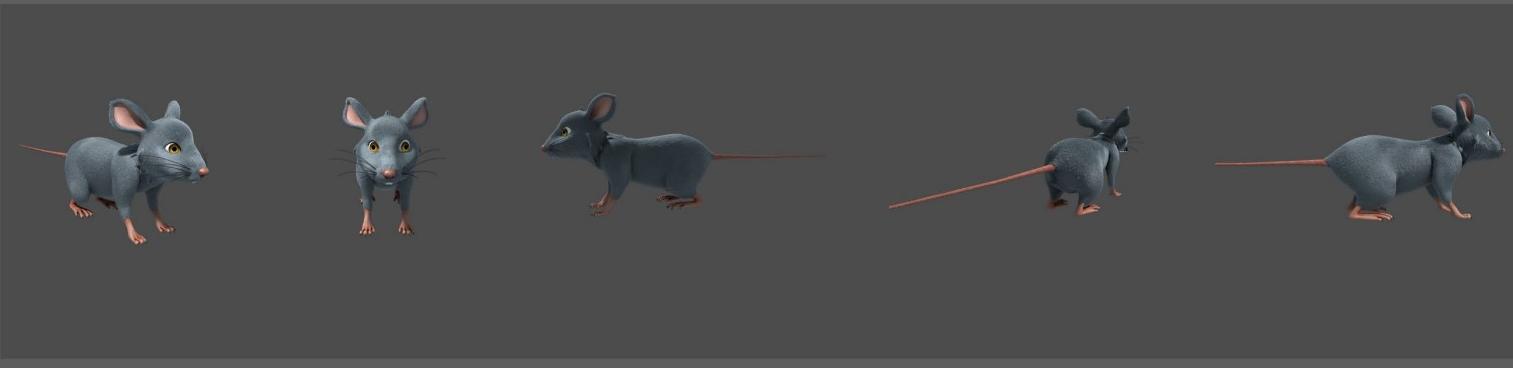




## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_319\_CH008\_RAT

LB\_CH32\_GABRIEL



Colonial Hat in  
strong fabric



Veil Reference Material



Soft leather  
gloves and apron.

His apron should be animated

## RELATION SIZE



3D model

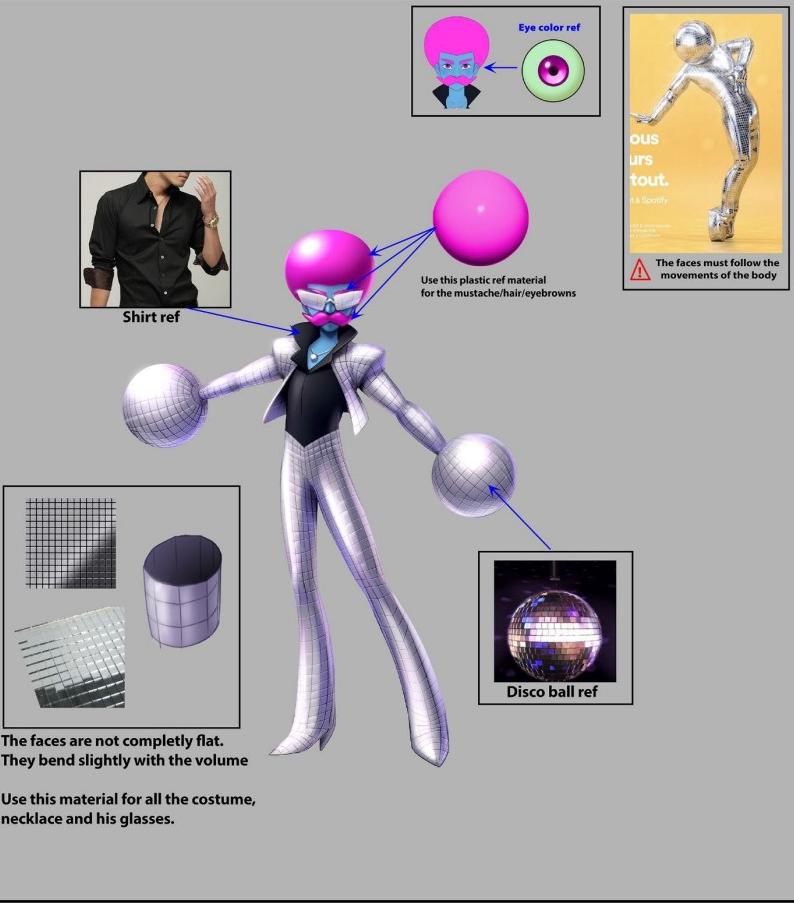


LB3\_320\_CH001\_GABRIEL\_BEEKEEPER\_SUIT





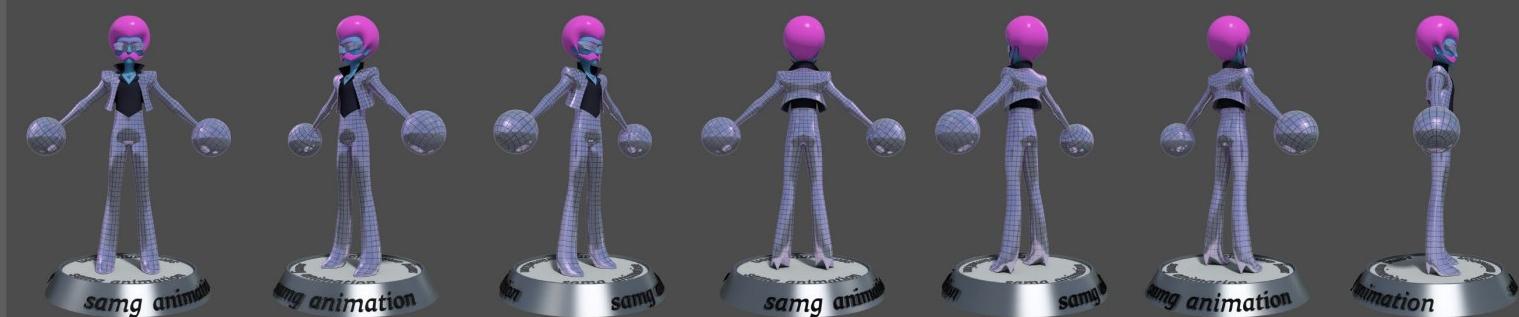
PARTY CRASHER IS BASED ON FARID CHARACTER  
LB2\_200\_CH002\_FARID



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_320\_CH004\_PARTY\_CRASHER

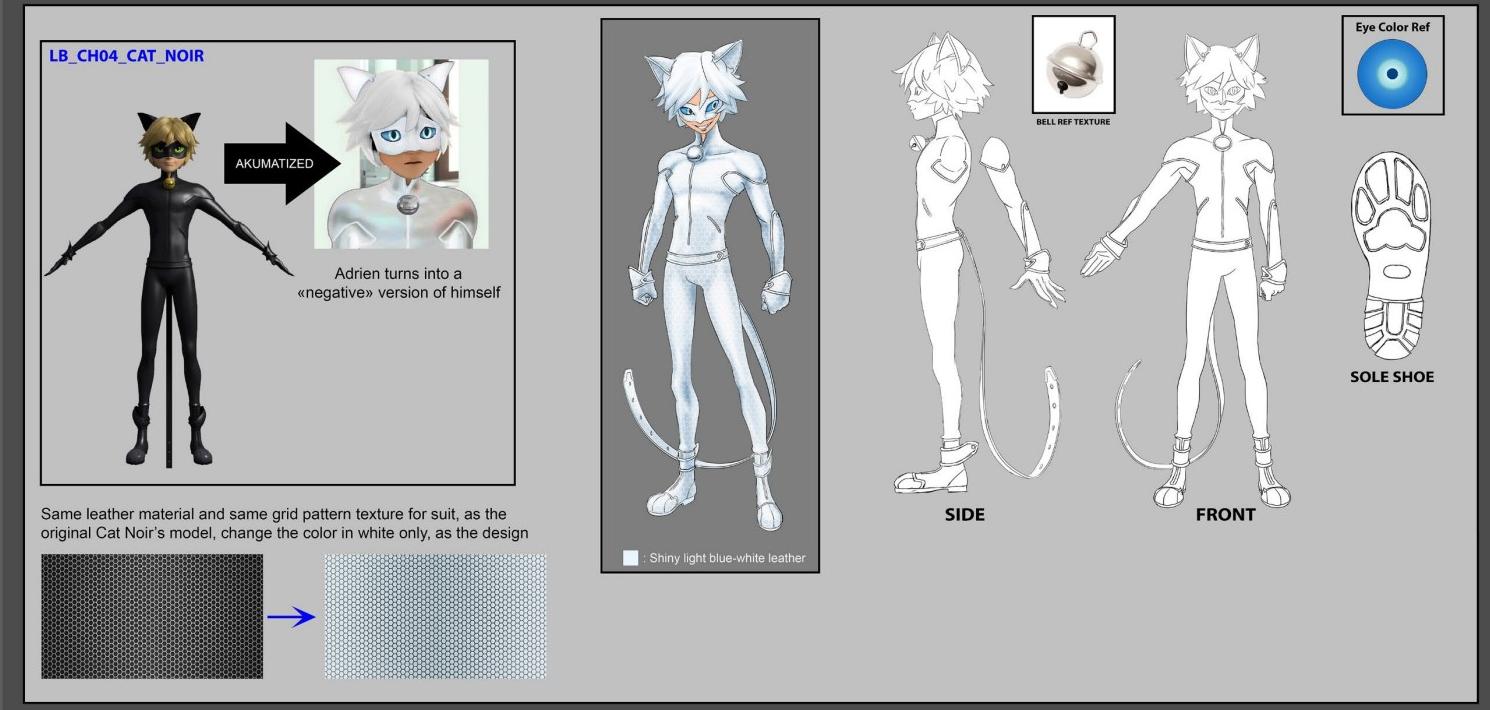


**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_320\_CH006\_MARINETTE\_MUSTACHE\_DISGUISED

## RELATION SIZE

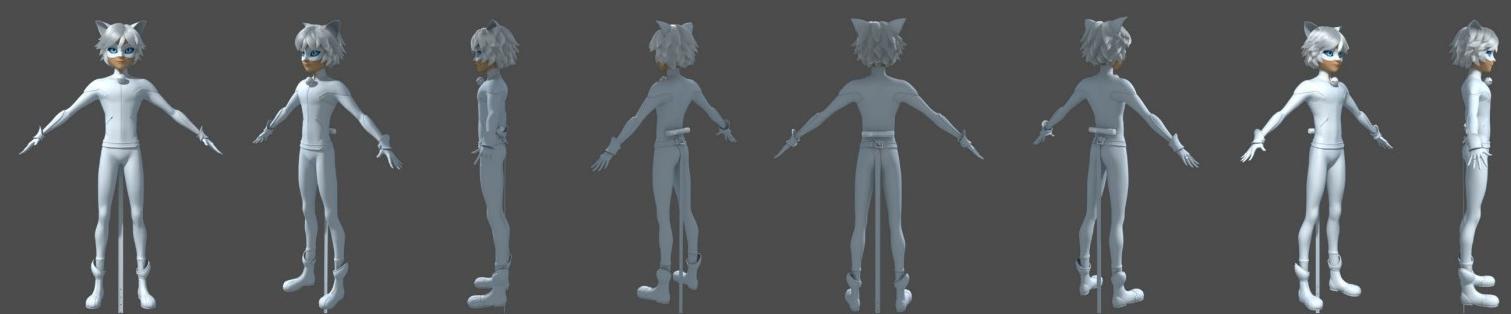




## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

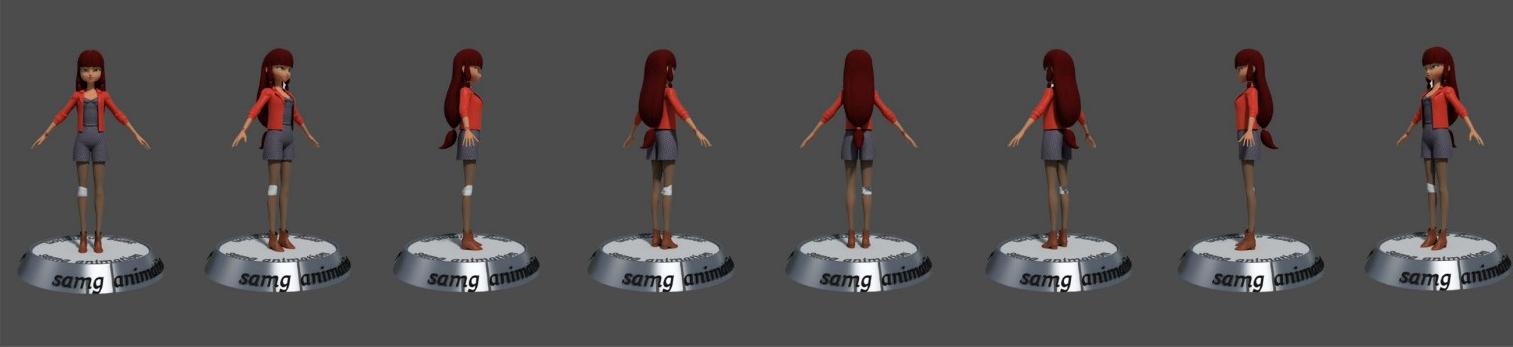
LB3\_322\_CH001\_CAT\_BLANK



## RELATION SIZE

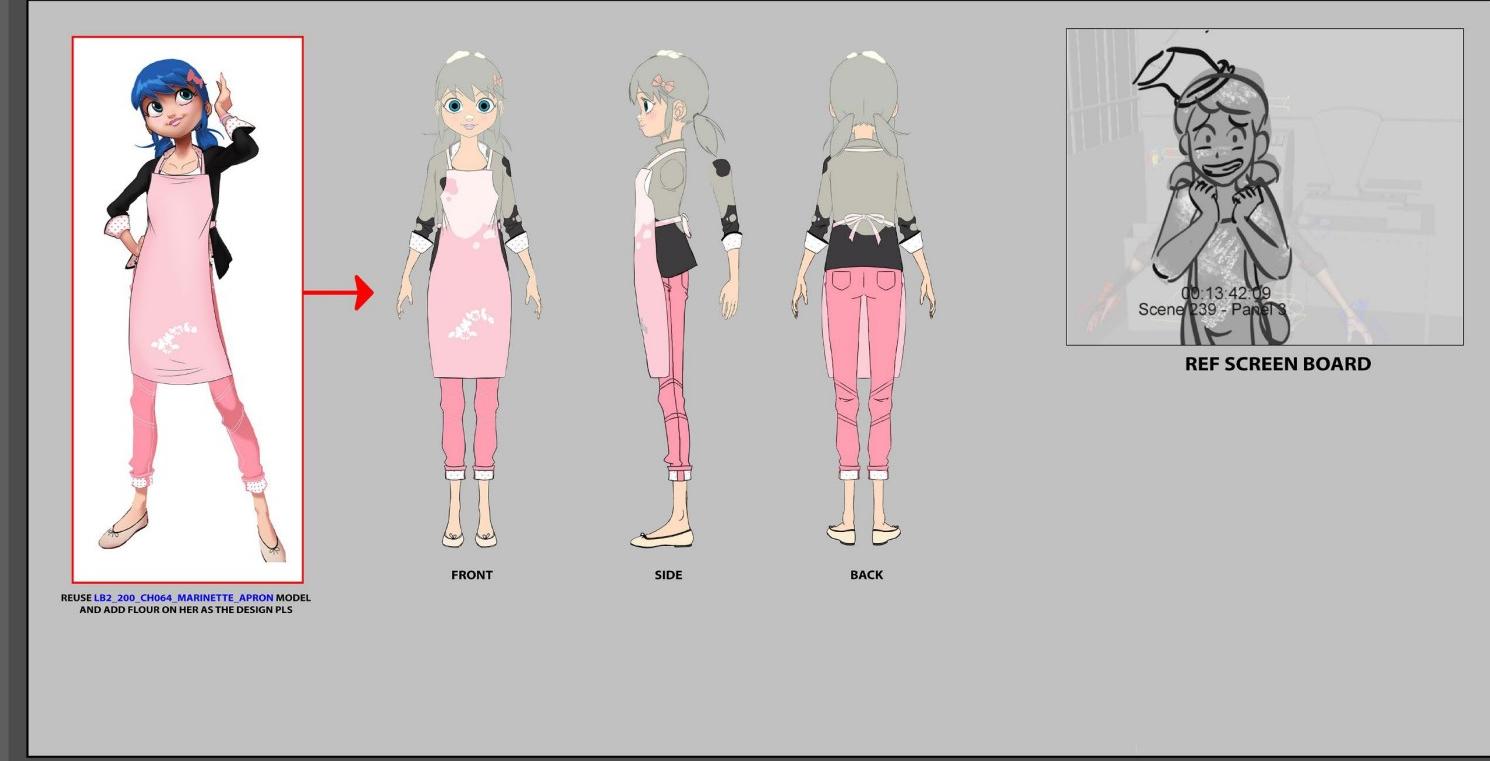


3D model



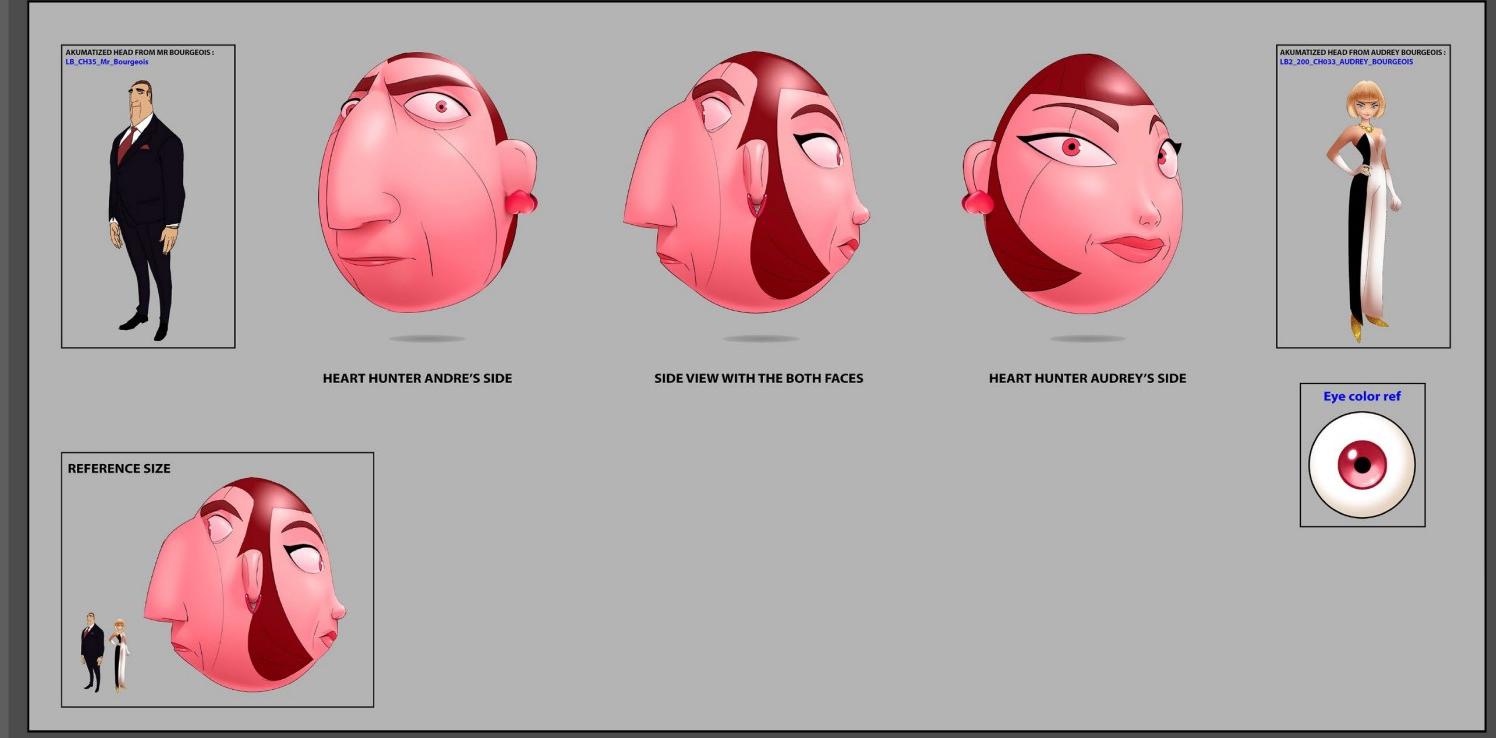
**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_324\_CH001\_LILA\_INJURED

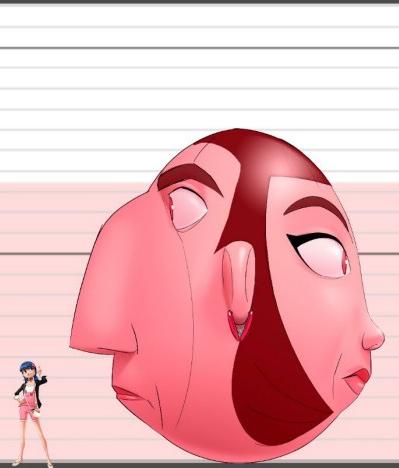


## RELATION SIZE





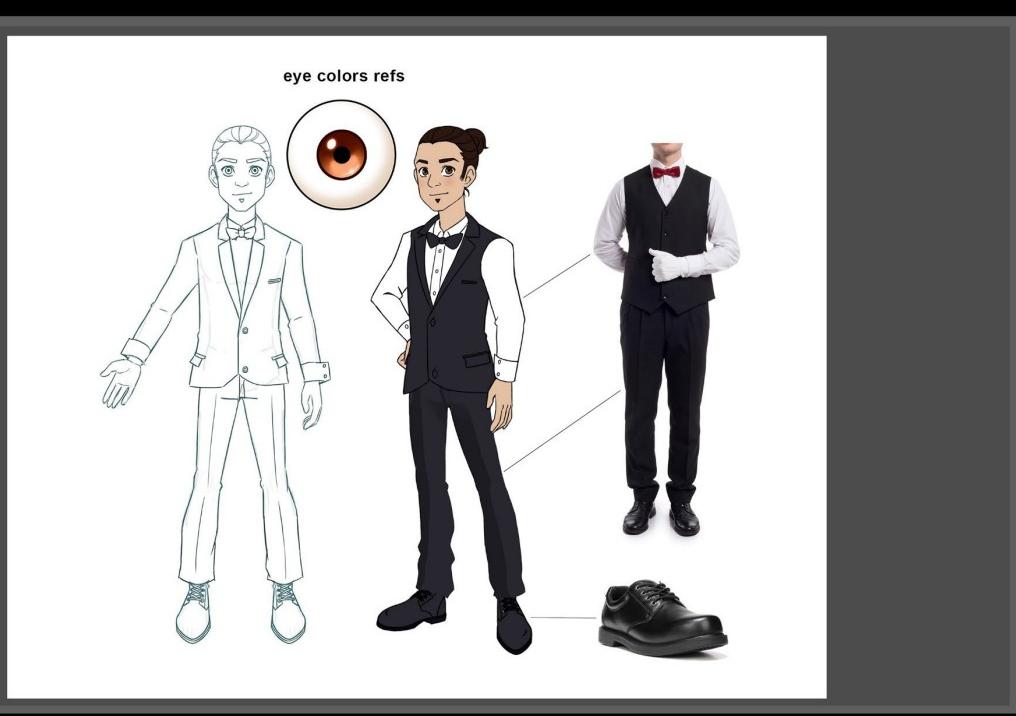
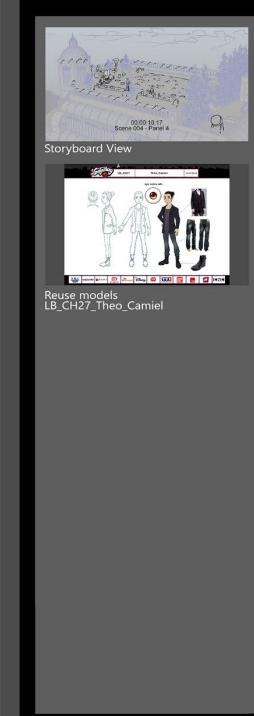
## RELATION SIZE



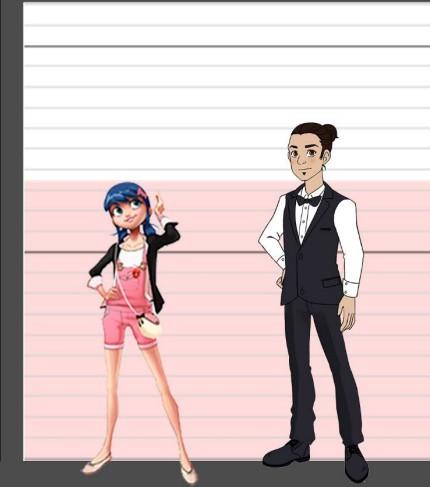
3D model



LB3\_325\_CH001\_HEART\_HUNTER



## RELATION SIZE



3D model



**Miraculous**  
Tales of Ladybug & Cat Noir



## RELATION SIZE



3D model



LB3\_325\_CH003\_NATHALIE\_BEEKEEPER\_SUIT



## RELATION SIZE



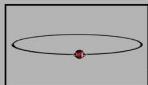
3D model



LB\_CH01\_LADYBUG



Dragonbug is based on Ladybug character



DRAGON'S MIRACULOUS CLOSE UP



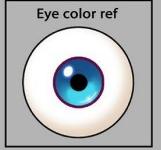
LOGO REF



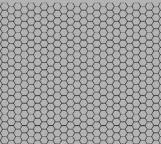
Soft red leather fabric for the suit



LADYBUG MIRACULOUS



Eye color ref



REF TEXTURE SUIT



FOOT SOLE

## RELATION SIZE



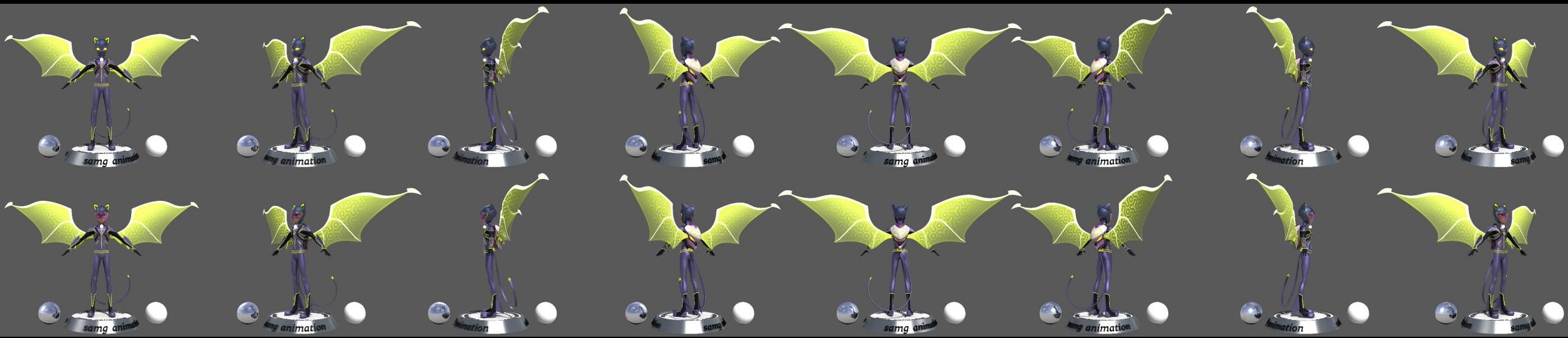
3D model



**Miraculous**  
Tales of Ladybug & Cat Noir

LB3\_326\_CH002\_DRAGONBUG







*Season 4*

ZAG  
HEROEZ  
*Miraculous*  
Characters™

ZAG



Relation Size : Same HawkMoth



Views 3D turn



Color turn without shading

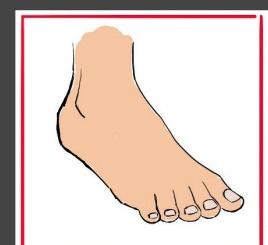
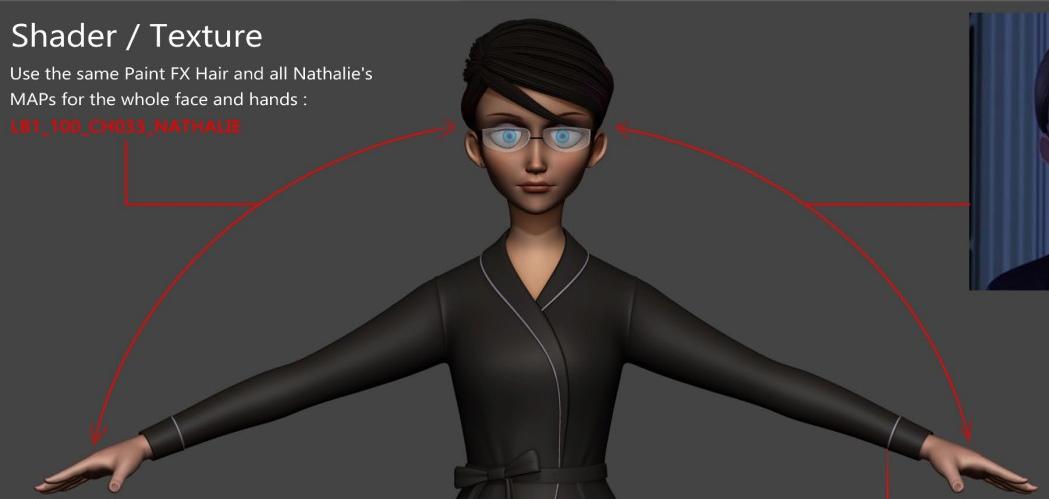


Reuse same gloves, eyes,  
mouth & shoes  
(modeling/shading)



09/07/19

LB4\_400\_CH001\_SHADOWMOTH



Foot from LB100CH30\_MARINETTE\_CASUAL,  
but with a skin shader like Nathalie's hand for  
more coherence, and varnish on nails :



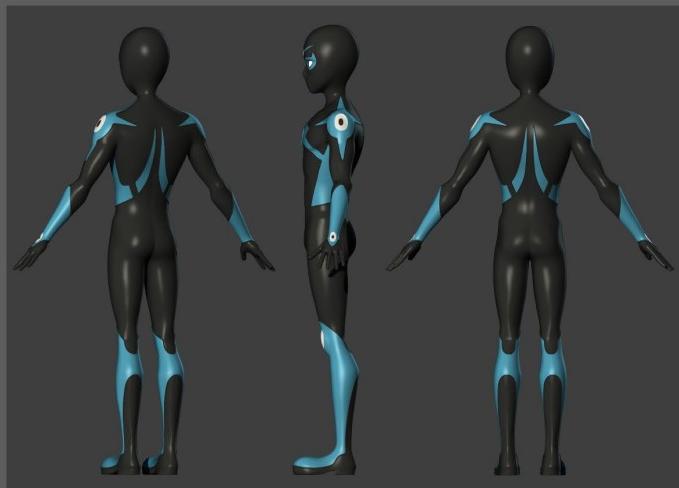
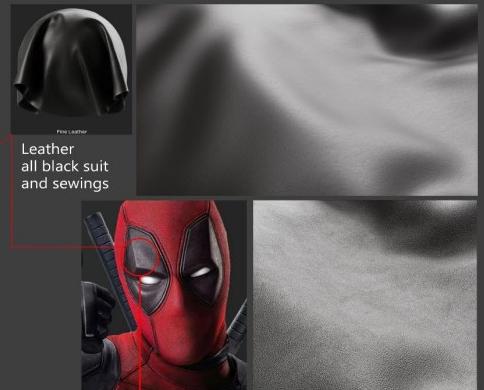


Relation Size : Luka's silhouette

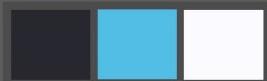


## Shader / Texture

Mediator Collar in Plastic Glass texture :



Colors hue



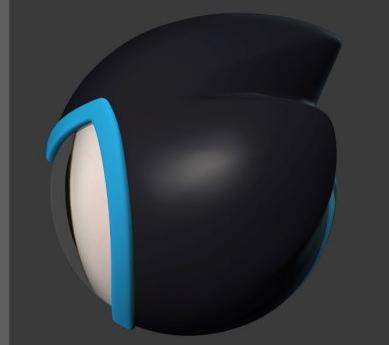
The whole blue overlayer with the others black and white "eyes" is another type of leather, little bit smoother with less noise.



(All blue color is an other layer of leather on the black leather costume below.)

The heel and sole of the shoes are matte rubber with grain like here and a simple line pattern as on the example of sole :





Views 3D turn

Only for Shading  
and Texturing Ref



## Shader / Texture

The iris of the eye is similar to the stylization and the gradient of miraculous eyes like here with Ladybug.

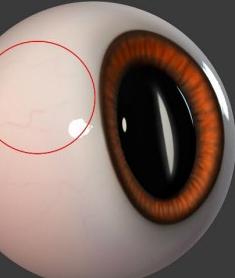


Colors hue



The blue border color is an other type of leather little bit smoother with less noise. (as Truth)

The all black "body" is the same material of Truth black leather suit with this type of specular with little bit grain.



**Miraculous**  
Tales of Ladybug & Cat Noir

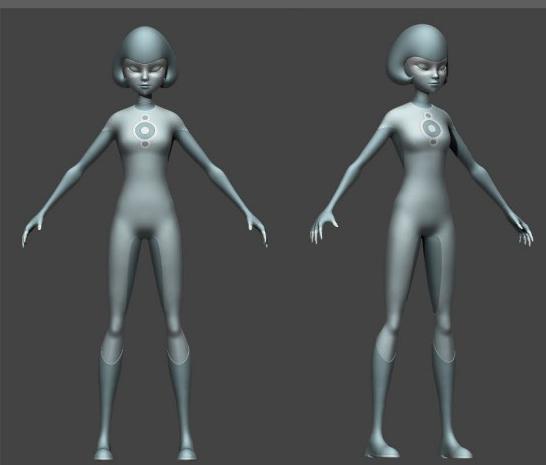
12/07/19

LB4\_401\_CH003\_LIGHTEYE\_SENTIMONSTER

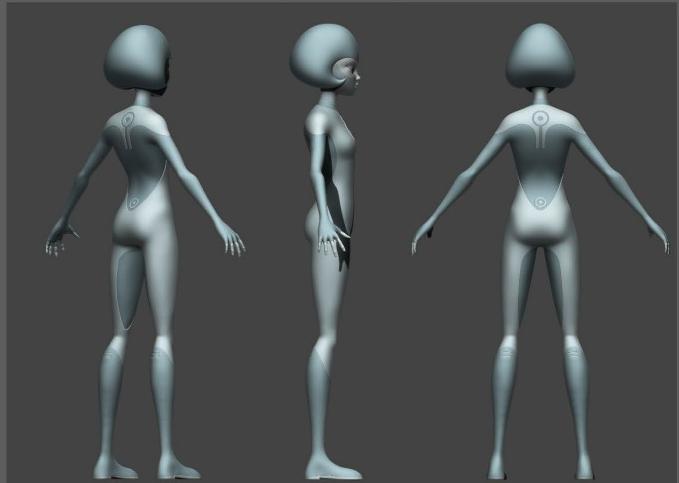
Relation Size : 70% Truth's height



Relation Size : Kagami's silhouette

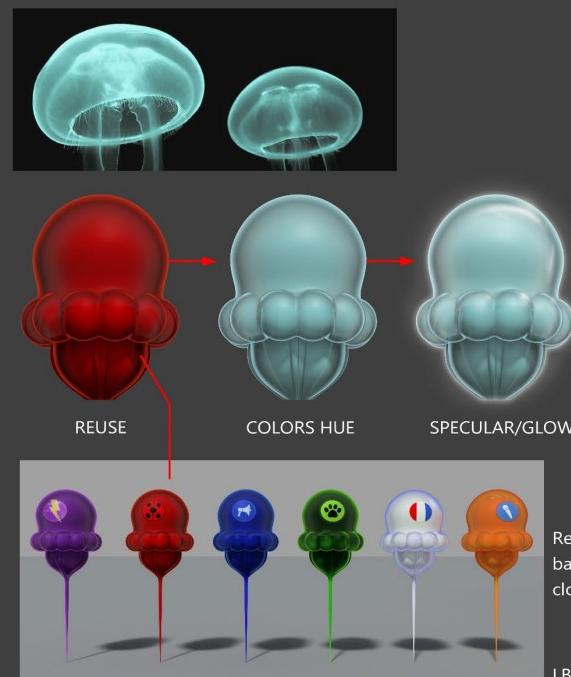


Front Views 3D turn



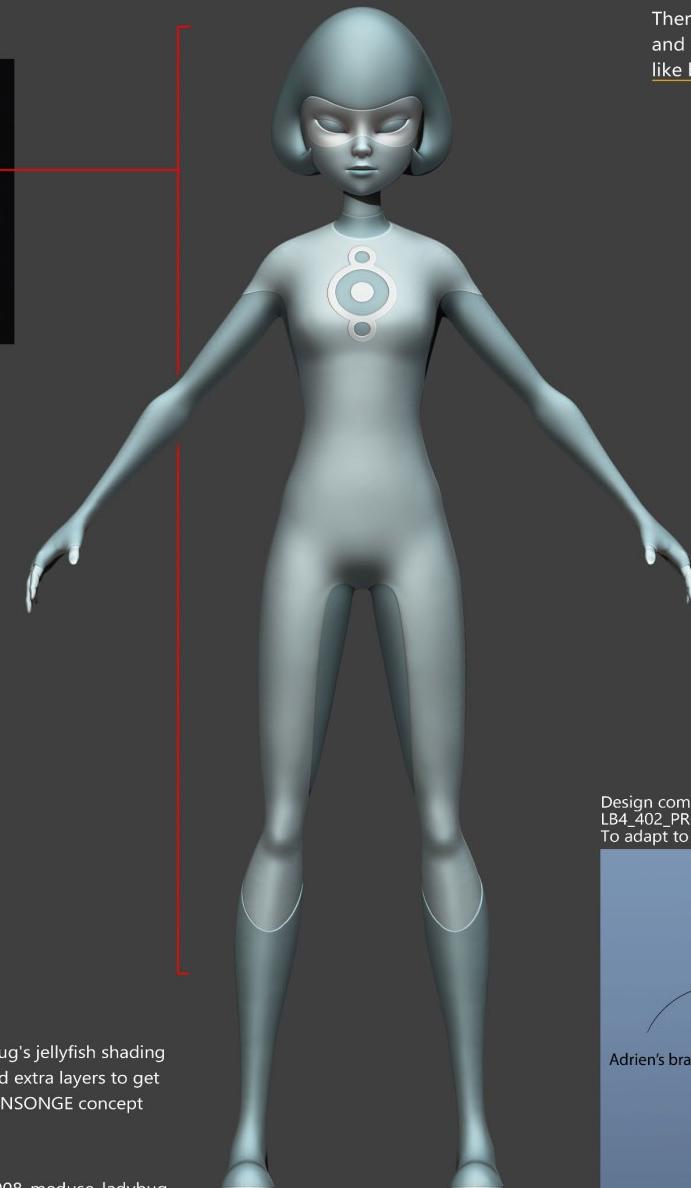
Back Views 3D turn

Colors hue

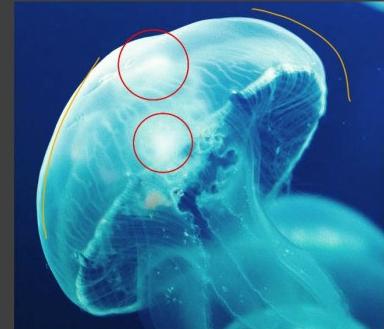


Reuse ladybug's jellyfish shading base and add extra layers to get closer to MENSONGE concept

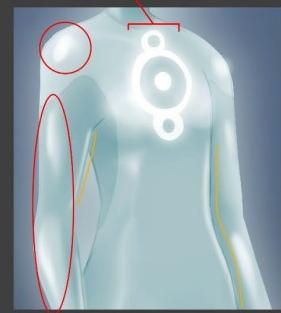
LB3\_307\_ch008\_meduse\_ladybug



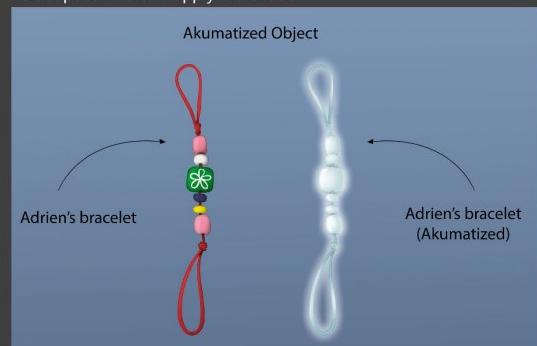
There is a layer of color, refraction, a strong specular and a glow, with a fresnel that gives a rimlight effect like here :



Avoid too strong specular on the breasts but put forward the logo in highlighting



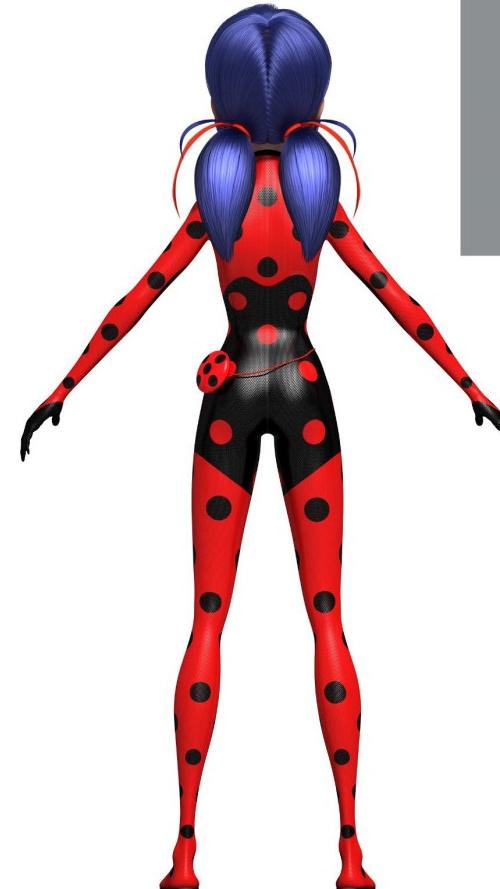
Design complement :  
LB4\_402\_PR010\_MARINETTE\_LUCKYCHARM\_AKUMATIZED  
To adapt to LIES and apply the Shader





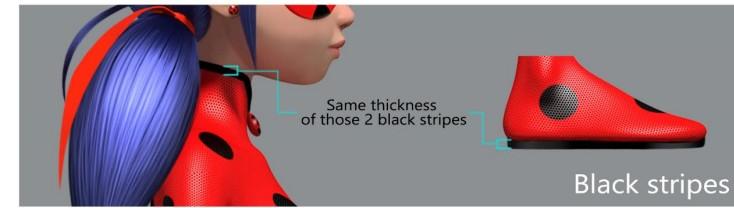
Reuse Ladybug's model, same size and same face.  
Modify her costume and hairstyle.

Reuse her materials



Hand

Foot



Black stripes



**Miraculous**  
Tales of Ladybug & Cat Noir

20/01/20

LB4\_400\_CH016\_LADYBUG\_NEW\_SUIT



HarryClown : Franck Dubosc

Front Views 3D turn



Back Views 3D turn



**Only for Shading  
and Texturing Ref**

### Shader / Texture

Use the same process for wicks hair, and stylization of eyes than Animaestro and Ladybug.

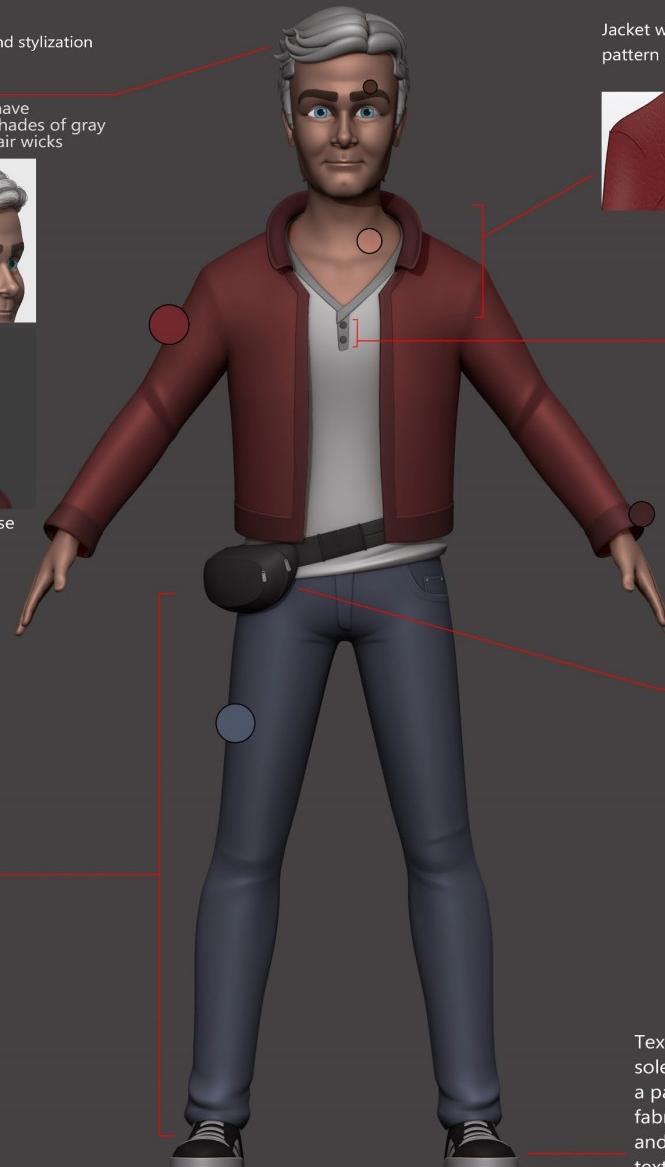
LB3\_300\_ch011\_thomas\_astruc



We must have gradient/shades of gray with the hair wicks



With Red Nose



Jacket with Red/brown leather pattern as here :

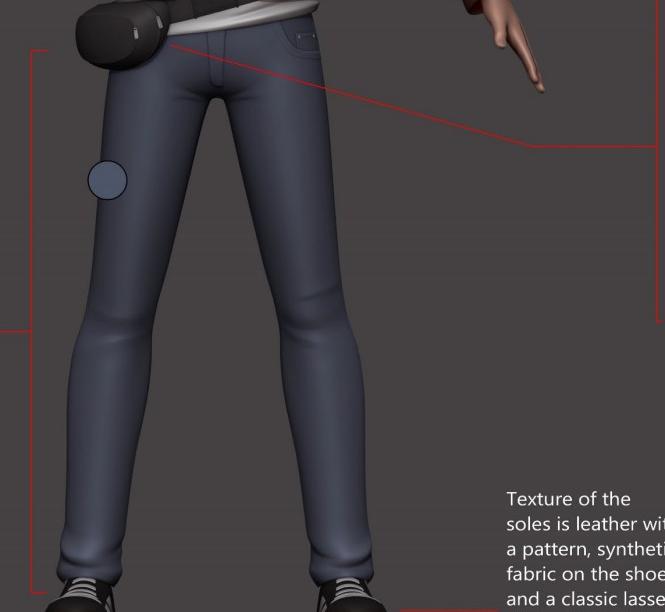


Two dark gray buttons like here



T-shirt: classic fabric, Grey, fiber texture

Give orange sewing details, with a jean texture like here : (in the same way as on the chara : "LB3\_305\_ch009\_adrien\_marinette\_creation\_clothes\_miraculous\_ring")



Belt bag in black synthetic fabric, which must be able to open with zipper



Texture of the soles is leather with a pattern, synthetic fabric on the shoe, and a classic lasset texture like here :

LB405\_PSYCHOMEDIAN



Psycomedian : HarryClown's silhouette



Front Views 3D turn

## Shader / Texture



He wears a plastic clown nose with a good specular.



The red and white part of the hood to the shoulder is in silky fabric, like here, with a fine texture of fiber :



The rest of the suit Red white and black is soft leather with a slight shine like here:



Back Views 3D turn

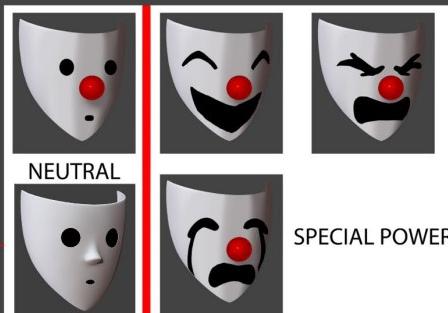
Colors hue



The mask is white and quite matt as here:  
(but with noise in the specular to give details to the material.)



Expressions will not be made  
in texture, but with blendshapes  
on the mask, note that black areas  
are not empty/hollow (Eyes, mouth)



Only for Shading  
and Texturing Ref



06/08/19

LB4\_405\_CH004\_PSYCOMEDIAN



Relation size with Ladybug



Front Views 3D turn



Back Views 3D turn

**Miraculous**  
Tales of Ladybug & Cat Noir

23/08/19

LB4\_406\_CH001\_GRANDMASTERSUHAN

Only for Shading  
and Texturing Ref

#### Shader / Texture

The **eyebrows** are in **PaintFx** from the mesh, as the character Damocles example here :



His **Kimono** is made of **old damaged fabric**, faded on certain areas, with this type of texture it must be **dirty** for an old look :



With this type of map, texture of **fabric frayed** :



LB4\_406\_PR019\_GRAND\_MASTER\_SUHAN\_BAG

Dont forget to add the Bag props on the character rigg



On all his **clothes** overall dirt, stains due to contact with the ground, **discolored faded**, dirty, like here :



Around the arms and legs, they are brown **bandages in fabric** with this type of texture :



This character has **clothes in ruins**, he has **old shoes** made of fabrics, torn and must be **dirty**, with a dark brown leather sole smooth.



Relation size with Master Fu



Front Views 3D turn

### Shader / Texture

All facial Hair & Fur are in **PaintFx** from the mesh, as the character Damocles example here :



The shading of his tunic, belt, bracelet and golden bands is in **satin slightly shiny** as here :

The texture is the same **pattern** as the **Hawaiian t-shirt of master fu** with with the new colors of the concept.



Back Views 3D turn



Furious Fu's mask has the same type of shader as Adrien's mask like here.



The **shoes** are made of **linen**, with a discreet texture of fabric.

The **golden border** is in **shiny satin** like the other golden bands of the outfit, the **soles** are brown with a **sewing pattern** as in the example, typical of kung fu shoes.



The **trousers** and **socks** are made of fabric almost like **linen shoes**, typical shaolin monk or kung fu dress like here, with a little **grain and noise** in the shading and texture:



MASTER FU'S PAINTBRUSH AKUMATIZED



Red part in **varnished wood**, golden part in **metallic gold**, and black part in **paint FX (nHair)**.



Dont forget to **add the props bag** on the character rigg :  
LB4\_406\_PR026\_FURIOUS\_FU\_BAG

**Only for Shading and Texturing Ref**

29/08/19

LB4\_406\_CH002\_FURIOUS\_FU

**Miraculous**  
*Tales of Ladybug & Cat Noir*



Zoe : size close to marinette



Front Views 3D turn



Back Views 3D turn

**Only for Shading  
and Texturing Ref**

**Miraculous**  
*Tales of Ladybug & Cat Noir*

14/08/19

LB4\_400\_CH002\_ZOE

### Shader / Texture

Use the same process for wicks hair, and stylization of eyes than Ladybug.



As with the 2D concept, you have to dye a strand of hair in pink among the other shades of blond hair.

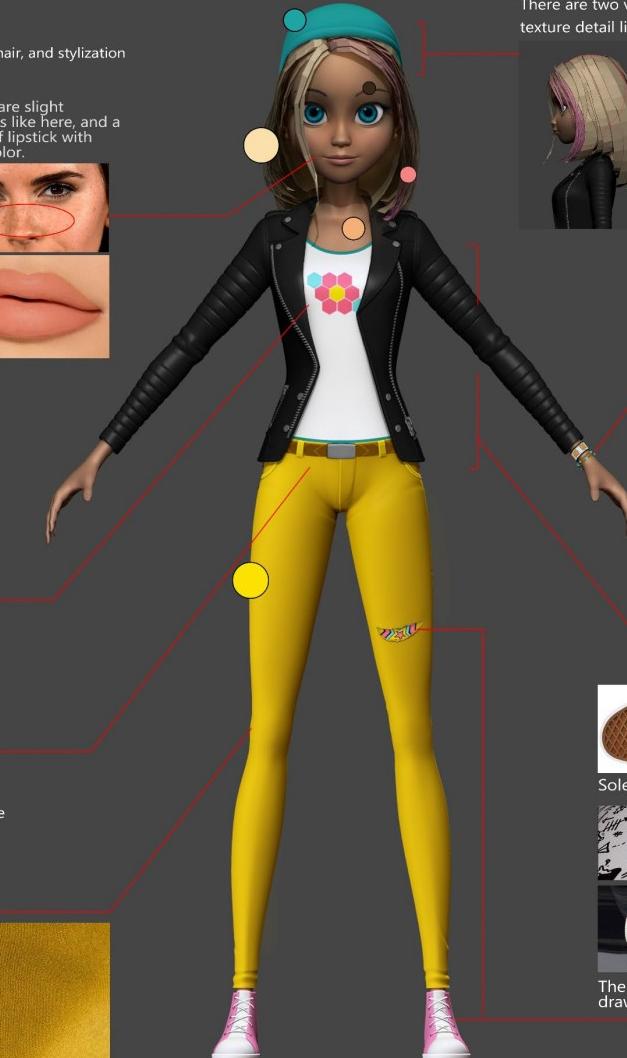
### Shirt Pattern



The belt is made of braided synthetic fabric as here with this arrow pattern and a metal buckle.



Give sewing details (only yellow not blue), with a jean texture like here :



There are two versions of hair with and without cap. It is knitted fabric with a slight relief texture detail like here :



The perfecto jacket is black smooth leather with sewing details like here with metal zippers.



Sole pattern



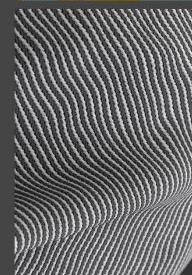
The shoes have handmade drawings over the pattern.



RIGHT SHOE



LEFT SHOE



Bag braided  
Shading Ref Fabric

The two shoes are different, (note that the star motif is repeated under his pants at the level of the tear) :



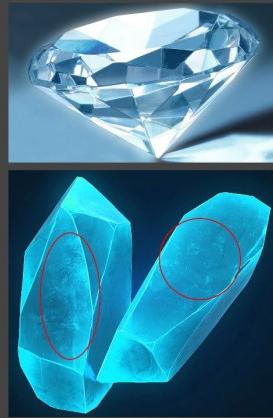
Sole Crusher : Chloe's Size



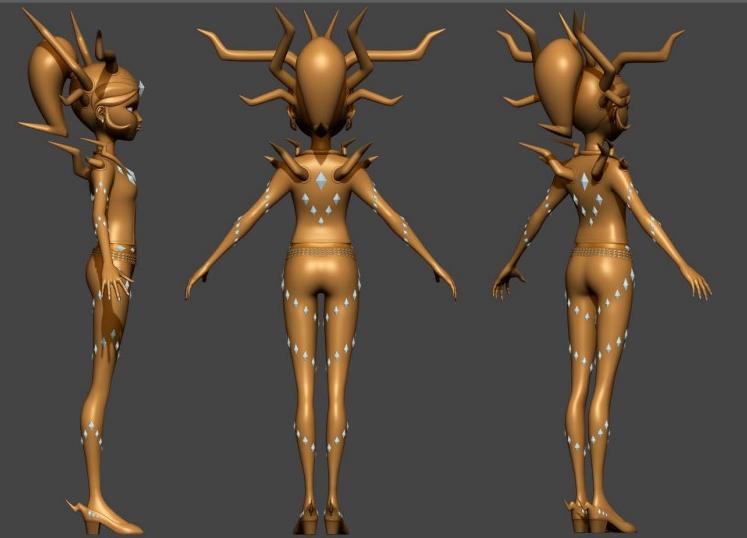
Front Views 3D turn

## Shader / Texture

The suit is covered by **little diamonds** with **this type of shading** and details :



Here an example of a beautiful **shade of intense black** to have in the **golden shader**



Back Views 3D turn

For the rest of the **All Suit and hair** :  
**Shiny Gold shading** with **specular asperities**, same shading than "**Queen Style**"

MIRACULOUS\_LB218\_Style Queen



Stochastic flakes Shading + Color



Concept Ref



13/01/20

LB4\_407\_CH003\_SOLE\_CRUSHER

Only for Shading  
and Texturing Ref



Queen Banana : Chloe's size



Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref



13/09/19

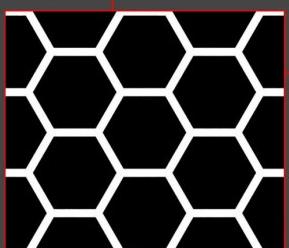
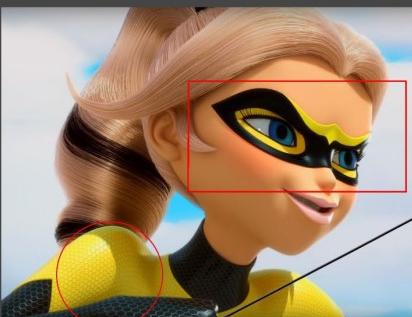
LB4\_408\_CH007\_QUEEN\_BANANA

## Shader / Texture

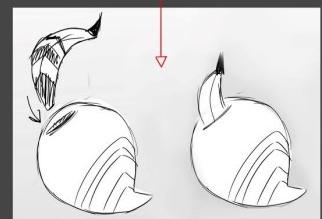
Use the **same process** for **wicks hair** than **Queen Bee**,  
and **Shading Costume Similar**



Same Shading for the **mask** than **chloe's mask**,  
and the **costume** has a **pattern** of  
**bee alveolus** in **bump and spec**, as here :



Pattern of Queen Bee's costume :  
LB2\_219\_ch001\_queen\_bee\_dress\_pattern\_di



There is a **dress pockets** on the right side as **banana gun holster**.



Dont forget to add the props of the **brooch** :  
LB4\_408\_PR009\_QUEEN\_BANANA\_BROOCH  
on the character.



Add a layer of **thin mesh**, in the  
shape of **bee alveolus**  
under the **soles** :



Storyboard View



Reuse models  
LB4\_408\_FX012\_BANANA\_BOOM\_  
BOOM\_CATACLYSMED



21/02/20 STATUT REAL :  
XX/XX/XX RTK OK

LB4\_408\_CH010\_BANANA\_BOOM\_BOOM  
\_CATACLYSMED



Reused model's size

Relation Size



Vesperia : Zoe's size



Front Views 3D turn

### Shader / Texture

Use the same process for wicks hair, and stylization of eyes than Queen\_Bee and : Shading Costume is Similar

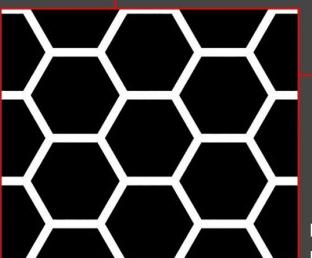
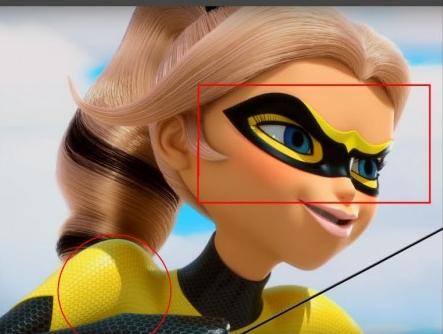


The locks of the braid are separate mesh to apply the alternation of blond and black colors with the paint FX.



Back Views 3D turn

Mask has the same shading than chloe's mask, and the costume has a pattern of bee alveolus in bump and spec, as here :



Pattern of Queen Bee's costume :  
LB2\_219\_ch001\_queen\_bee\_dress\_pattern\_di

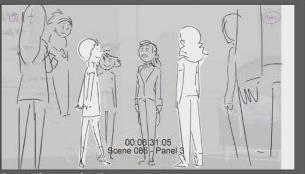


CHARGED



The two different mesh in this costume exist :  

- LB2\_ch001\_spinning on Queen Bee
- LB2\_218\_PR004\_BEE\_MIRACULOUS



## Storyboard View



Reuse models  
LB\_CH02\_Marinette  
LB1\_100\_PR313\_EARPIECE\_BLACK  
LB4\_409\_PR022\_FAKE\_MUSTACHE\_MARINO

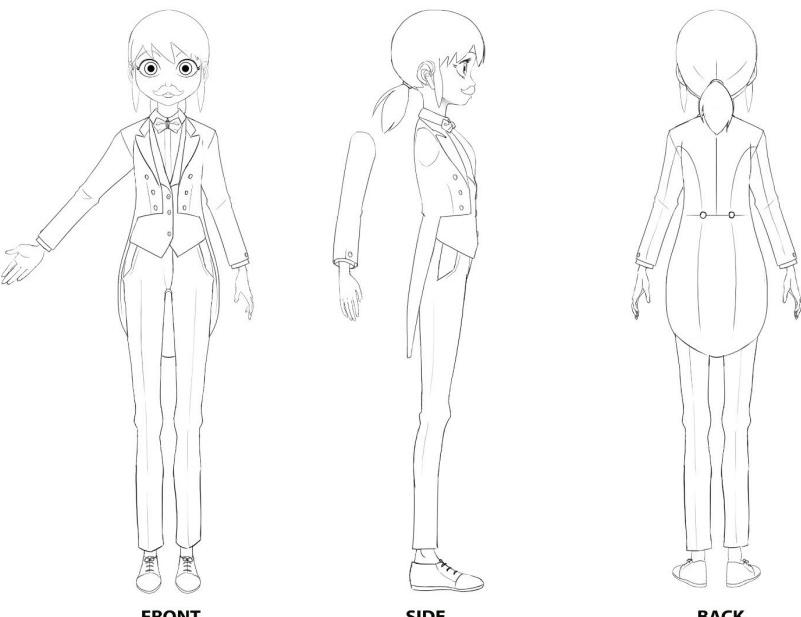
# Miraculous Tales of Ladybug & Cat Noir

28/02/20 STATUT REAL :  
xx/xx/xx RTK OK

LB4\_409\_CH003\_MARINETTE\_MAITRE\_D\_HOTEL\_MARINO

LB4\_409\_CH003\_MARINETTE\_MAITRE\_  
D\_HOTEL\_MARINO

## **Don't forget Ladybug's miraculous in camouflage mode**





Storyboard View



Reuse models  
LB4\_409\_CH020\_GABRIEL\_AGRESTE\_BLACK\_SUIT



Remove ALL Miraculous from his chest





Storyboard View



Reuse models  
LB2\_200\_CH033\_MME\_AUDREY\_  
BOURGEOIS



28/02/20 STATUT REAL :  
XX/XX/XX RTK OK  
LB4\_409\_CH015\_MME\_AUDREY\_  
BOURGEOIS\_BLACK\_SUIT

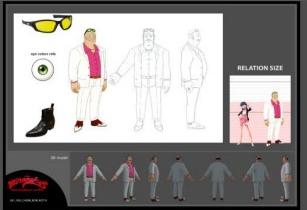


Shoes with sequins





Storyboard View



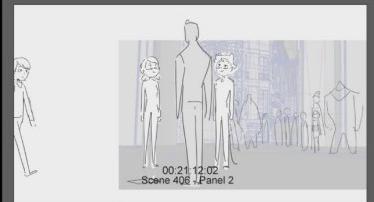
Reuse models  
LB1\_100\_CH088\_BOB\_ROTH

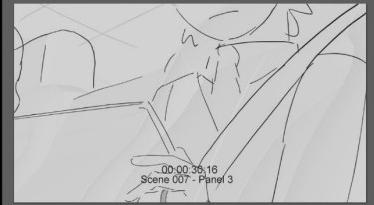
**Miraculous™**  
*Tales of Ladybug & Cat Noir*

28/02/20 STATUT REAL :  
XX/XX/XX RTK OK

LB4\_409\_CH016\_BOB\_ROTH\_BLACK\_SUIT







Storyboard View



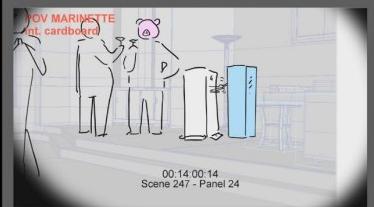
Reuse models  
LB3\_300\_CH011\_AMELIE

**Miraculous™**  
*Tales of Ladybug & Cat Noir*

28/02/20 STATUT REAL :  
XX/XX/XX RTK OK

LB4\_409\_CH018\_AMELIE\_BLACK\_SUIT





Storyboard View



Reuse models  
LB4\_409\_CH016\_BOB\_ROTH\_BLACK\_SUIT



28/02/20 STATUT REAL :  
XX/XX/XX RTK OK

LB4\_409\_CH007\_BOB\_ROTH\_BLACK\_SUIT  
\_MASK

Front



Side



Back



resin and paper



Shader



Mask is on his face



Mask is on his back



Storyboard View



Reuse models  
LB4\_409\_CH008\_MR\_ANDRE\_-  
BOURGEOIS\_BLACK\_SUIT



28/02/20 STATUT REAL :  
XX/XX/XX RTK OK

LB4\_409\_CH010\_MR\_ANDRE\_BOURGEOIS\_-  
BLACK\_SUIT\_MASK

Front



Side



Back



resin and paper



Shader



Storyboard View



Reuse models  
LB4\_409\_CH015\_MME\_AUDREY\_  
BOURGEOIS\_BLACK\_SUIT



28/02/20 STATUT REAL :  
XX/XX/XX RTK OK

LB4\_409\_CH011\_MME\_AUDREY\_BOURGEOIS\_BLACK\_  
SUIT\_MASK

Front



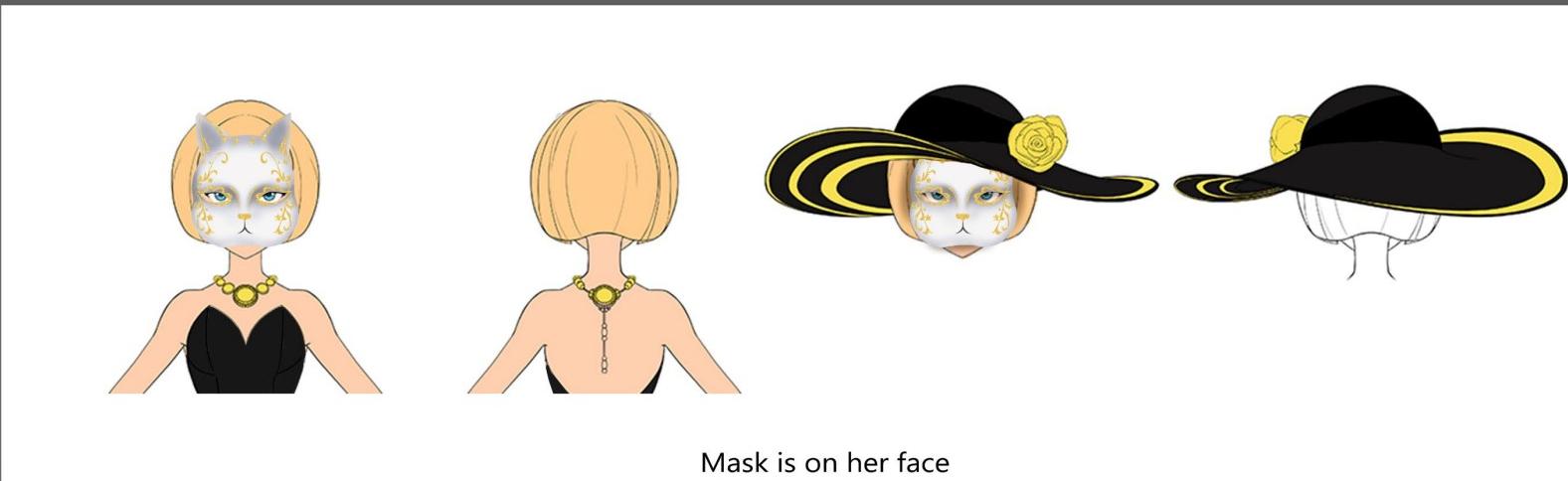
Side



Back



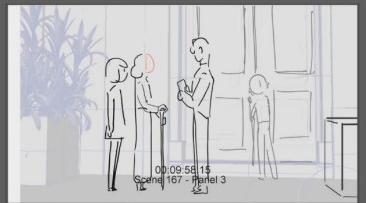
Adapt the string lenght to Audrey's head.



Mask is on her face



Shader



Storyboard View



Reuse models  
LB4\_409\_CH017\_MS\_TSURUGI\_BLACK\_SUITE



02/03/20 STATUT REAL :  
XX/XX/XX RTK OK

LB4\_409\_CH012\_MS\_TSURUGI\_BLACK\_SUITE\_MASK

Front



Side



Back



Mask is on her face, she keeps her sunglasses

Shader



Storyboard View



Reuse models  
LB4\_409\_CH018\_AMELIE\_BLACK\_SUIT



Front



Side



Back



Mask is on her face



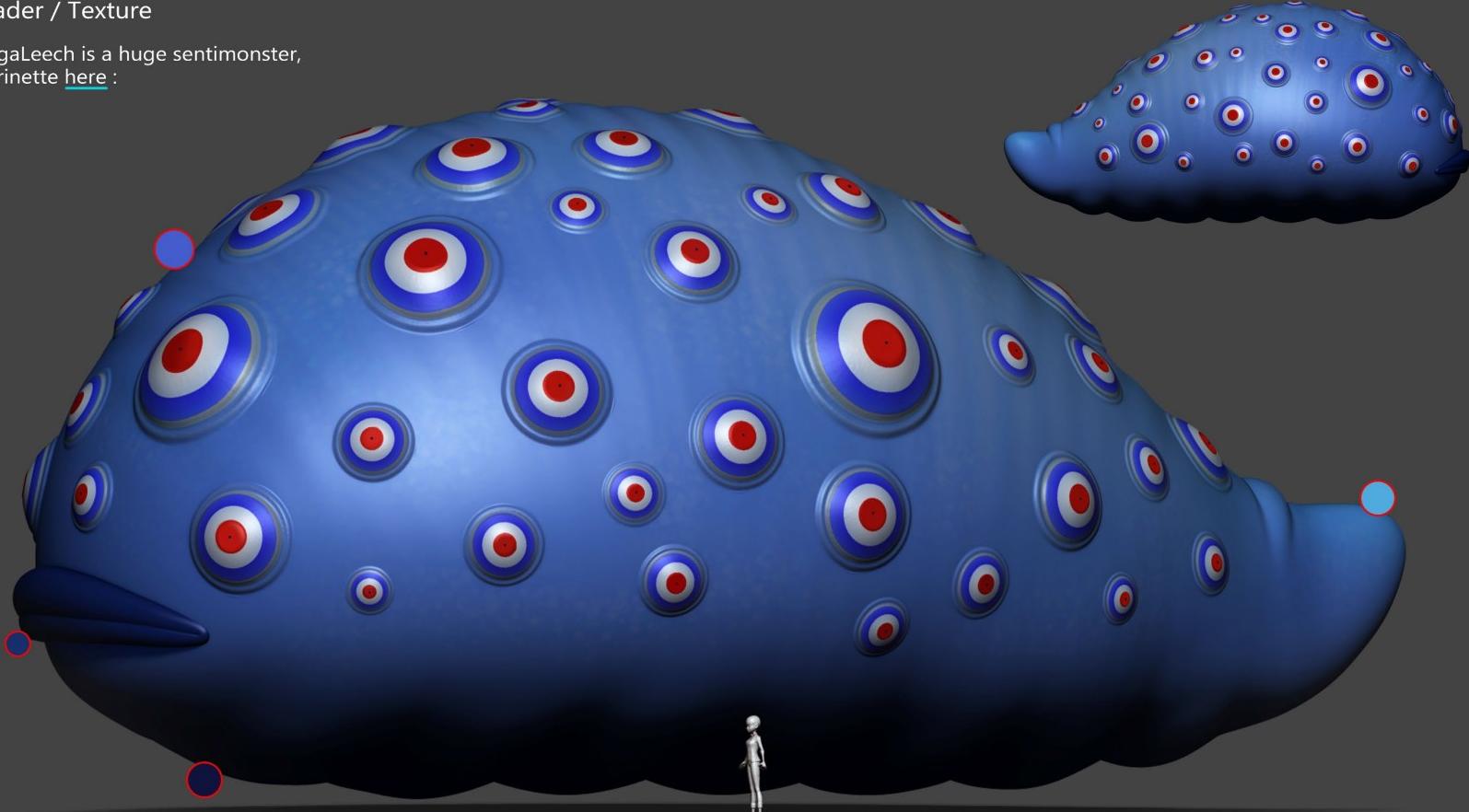
Shader

2D



### Shader / Texture

MegaLeech is a huge sentimonster,  
Marinette [here](#) :



Views 3D



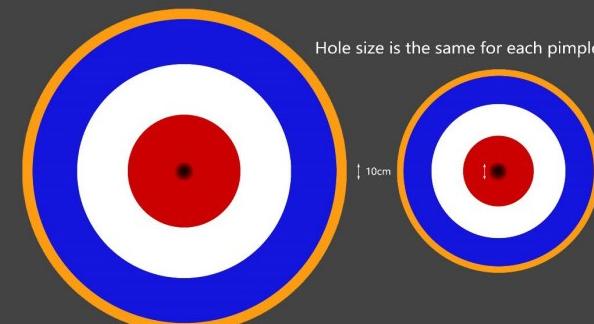
30/03/20

LB4\_410\_CHOO2\_MEGA\_LEECH\_SENTIMONSTER

Only for Shading  
and Texturing Ref



MegaLeech is related to this character :  
[LB2\\_222\\_CH001\\_MALEDIKTATOR](#)



Hole size is the same for each pimple



Color circle pattern ref with another material like organic latex, than blue skin.



Blue skin and lips shader / specular effect of leech.



Polymouse : size comparison



Front Views 3D turn



Back Views 3D turn

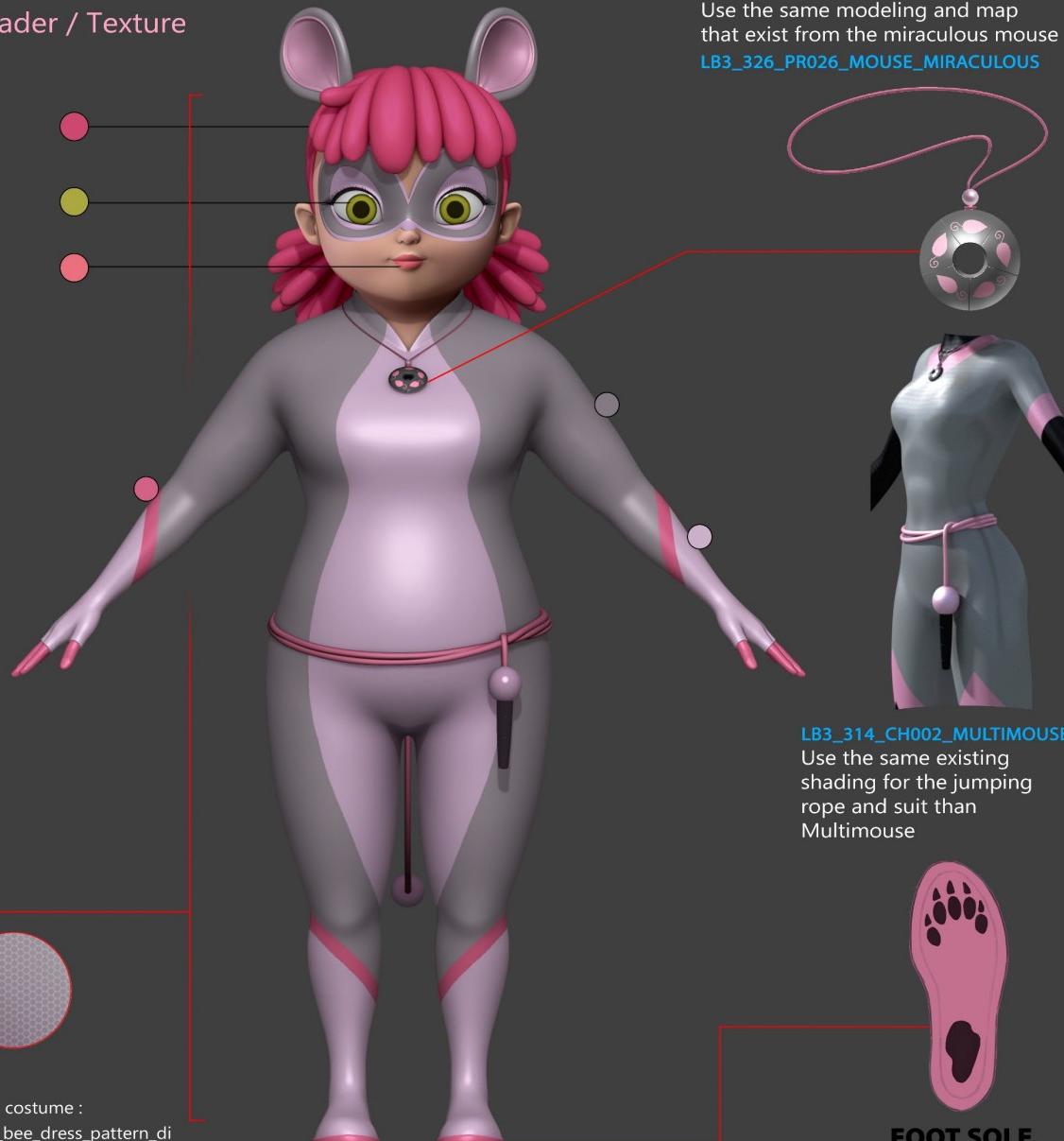
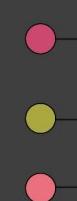
**Only for Shading  
and Texturing Ref**



25/10/19

LB4\_400\_CH006\_POLYMOUSE

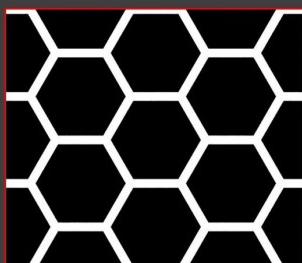
### Shader / Texture



Use the same modeling and map  
that exist from the miraculous mouse :  
[LB3\\_326\\_PR026\\_MOUSE\\_MIRACULOUS](#)



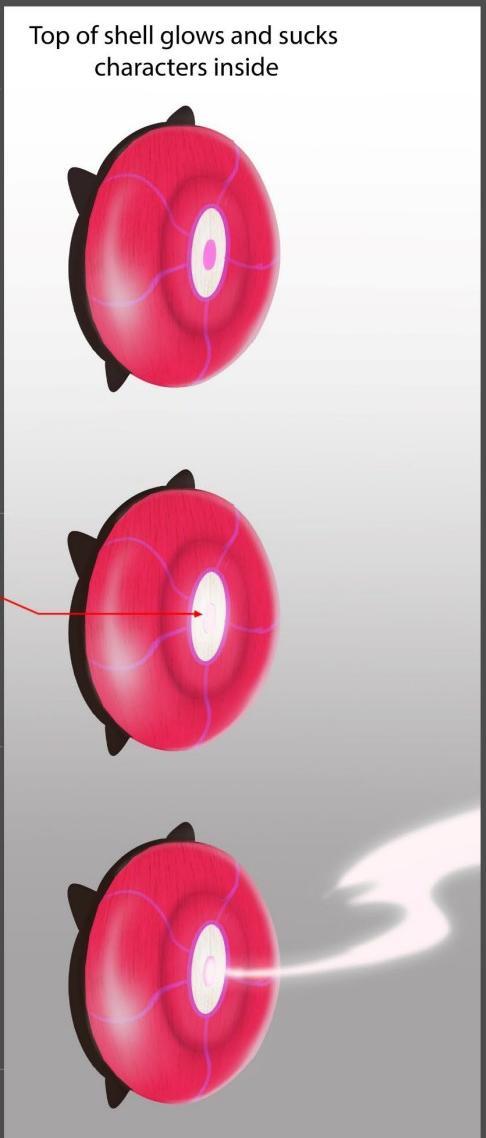
**LB3\_314\_CH002\_MULTIMOUSE**  
Use the same existing  
shading for the jumping  
rope and suit than  
Multimouse



Pattern of Queen Bee's costume :  
[LB2\\_219\\_ch001\\_queen\\_bee\\_dress\\_pattern\\_di](#)



**FOOT SOLE**



**Miraculous™**  
Tales of Ladybug & Cat Noir

06/11/19

LB4\_411\_CH001\_GUILTRIP\_SENTIMONSTER



PIGHELLA : Rose's size



Front Views 3D turn



Back Views 3D turn

**Only for Shading  
and Texturing Ref**

## Shader / Texture

Use **paint FX** process for each hair wicks, most like basic **Rose hair**:



For all **dark pink parts**, use this type of **shiny shading**.



For all **light pink parts**, use this type of **smooth glitter shading**.



And for all the **white parts**, use this type of **glittery shading** with **fabric detail**



LB3\_326\_pr019\_pig\_miraculous



Don't forget to put the **Miraculous pig** on the ankle, that exists :



Dont forget to add her **weapon placed** on her back. Props :  
LB4\_411\_PR013\_PIGHELLA\_TAMBOURINE\_WEAPON





Purple Tigress : Juleka's size



Front Views 3D turn

## Shader / Texture

Use the same process for PFX hair wicks as Juleka, respecting the new shapes and colors :



The costume, mask and ears in these colors are in smooth leather as here :



All the golden bands and gold objects are in metallic gold like :



Back Views 3D turn

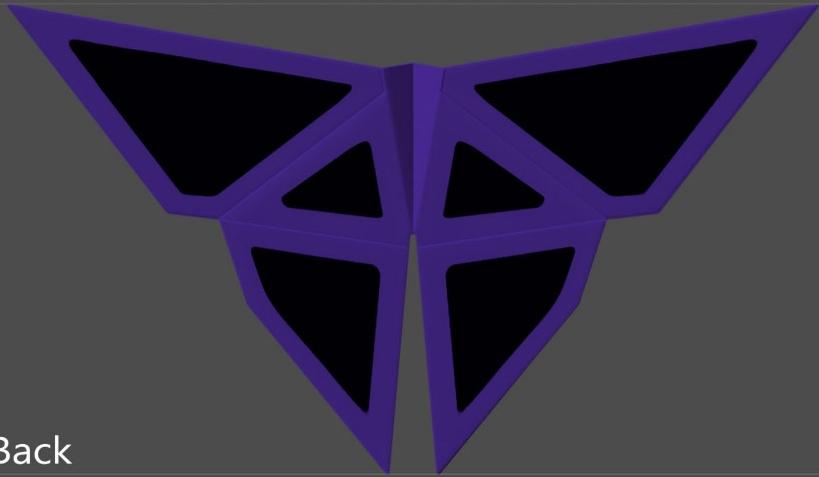
Put the miraculous of the tiger on the glove like here, keeping the same shaders. And use shaders of black leather, Pink and white crystals, and metallic gold for the glove :



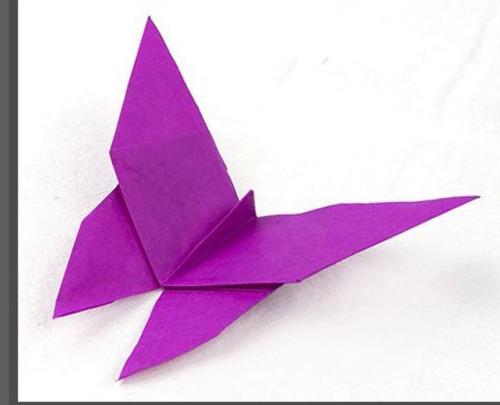
All the dark triangles sewn under the costume, and the collar are in fabric like on juleka's shoulders, with this pattern :



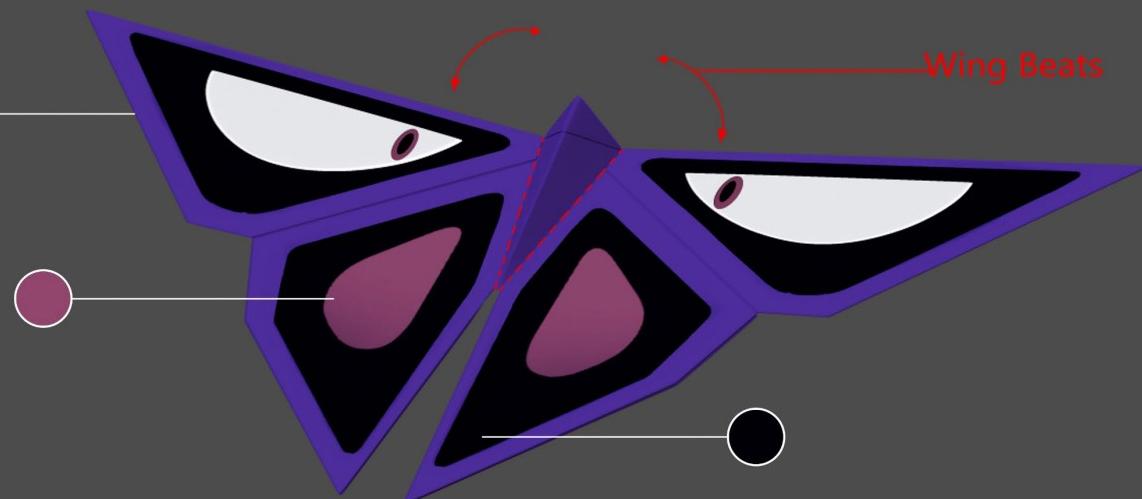
Front



Back



Shader



Wing Beats



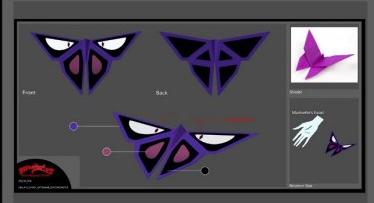
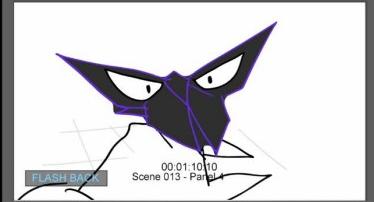
05/11/19

LB4\_413\_CH001\_OPTIGAMI\_SENTIMONSTER

Marinette's hand



Relation Size



Miraculous™  
Tales of Ladybug & Cat Noir

12/05/20 STATUT REAL :  
XX/XX/XX RTK OK  
LB4\_413.CH004\_OPTIGAMI\_  
SENTIMONSTER\_EYES

Extract the eyes on a plane



Front



Side

Separate pupils, it must be rigged.



It can close eyes



Reused model's shader

Shader



BeeBug : Ladybug's size



Back Views 3D turn

**Only for Shading  
and Texturing Ref**



28/02/20

LB4\_400\_CH009\_BEEBUG

### Shader / Texture

Use the **same process** for PFX hair than **Ladybug** for the new hair tail, **alternate the color of the wicks** according to the geo, see **profile view**.



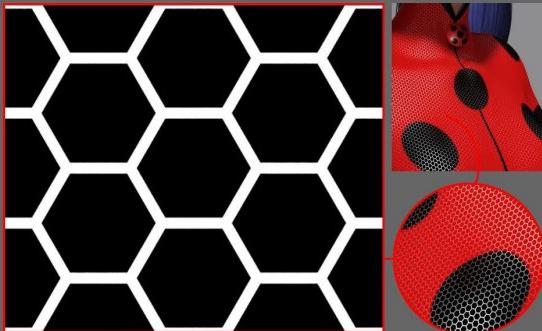
And all **same shading** for the **facial**.



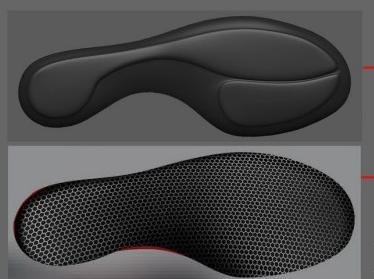
All the **golden bands** and **gold border** are in **metallic gold** like above.

This **two** different **mesh** in the costume **exist**  

- LB2\_ch001\_spinning on Queen Bee
- LB2\_218\_PR004\_BEE\_MIRACULOUS



All the **suit** and **mask** with the **classic Ladybug's pattern**  
**LB100\_c01\_ladybug\_Body\_Bp**



For the **soles** there is this **volume**,  
**to mix with the ladybug pattern** in the **bump** and **spec**.



Just **change the shade of yellow** to be **closer** to the color of the **gold bands**.



PegaBug : Ladybug's size



Front Views 3D turn

### Shader / Texture

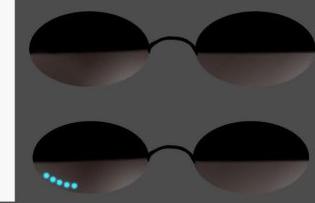
Use the **same process** for **PFX hair** than **Ladybug** for the **new hair tail**, make the **white gradient** on the back, see **profile view**.



And all **same shading** for the **facial**.



Use the **horse's miraculous** rigg with shaders to reposition it **on pegabug** :  
LB3\_313\_PR001\_HORSE\_MIRACULOUS



Horseshoe is in shiny chrome and the wings are golden



Use the **existing** ladybug miraculous :  
LB1\_100\_PR001\_LADYBUG\_MIRACULOUS

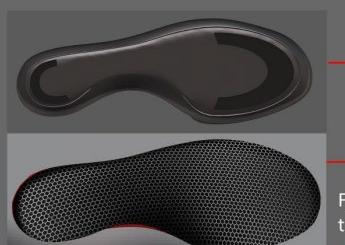
Pegasus's Boomerang behind her back



Back Views 3D turn



All the **suit** and **mask** with the **classic Ladybug's pattern**  
LB100\_c01\_ladybug\_Body\_Bp



For the **soles** there is this **volume**, to **mix** with the **ladybug pattern** in **spec** only on the **light brown part**.

Only for Shading and Texturing Ref



07/05/20

LB4\_400\_CH022\_PEGABUG



Scarabella : Alya's size

Front Views 3D turn



Back Views 3D turn

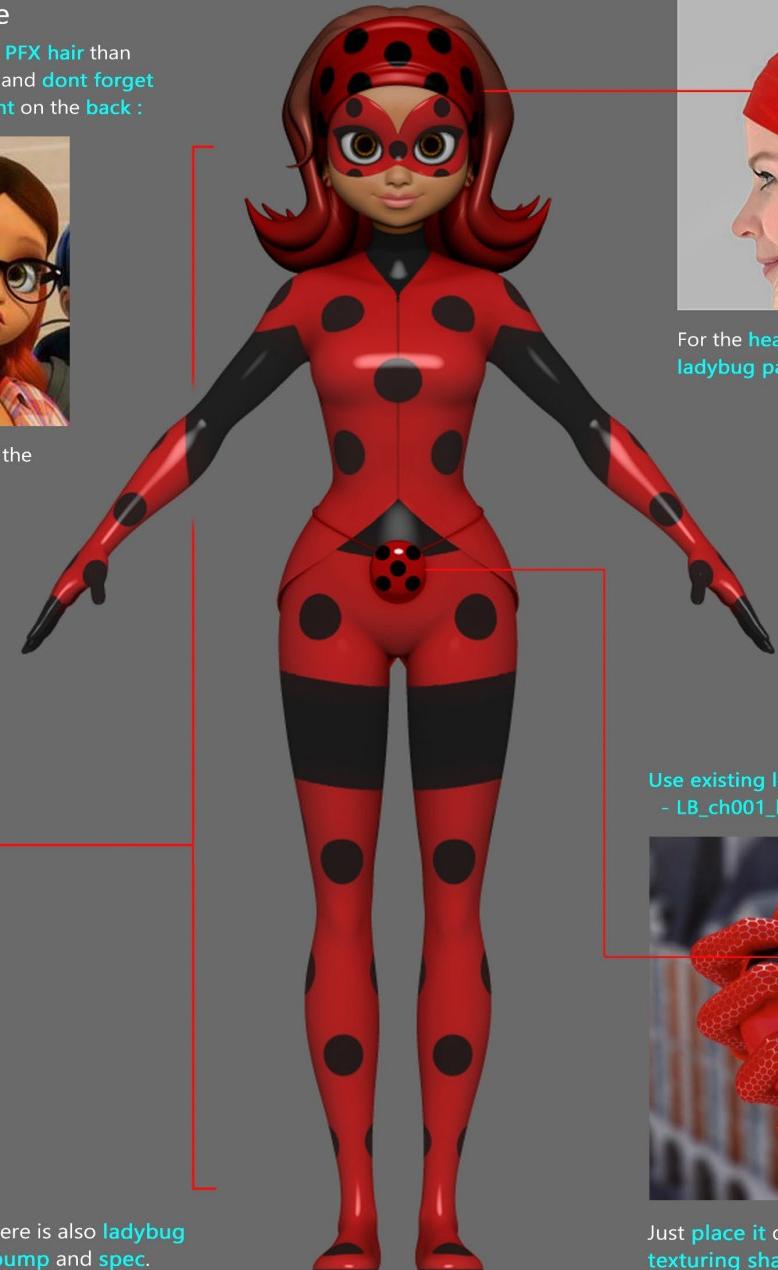
**Only for Shading  
and Texturing Ref**

### Shader / Texture

Use the **same process** for PFX hair than Alya for this new hair cut, and **don't forget** to respect the **red gradient** on the back :



And all **same shading** for the whole facial.



For the **headband** it's **shiny fabric** with the **ladybug pattern** in the **spec** also.



Use existing **ladybug yoyo** without rope on :  
- LB\_ch001\_ladybug\_set



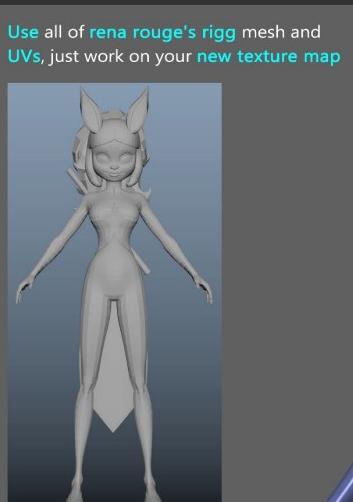
Just **place it** on the **referent** and **get** the **texturing shading**.



Rena Furtive : Rena Rouge's size



Front Views 3D turn



Use all of rena rouge's rigg mesh and  
UVs, just work on your new texture map



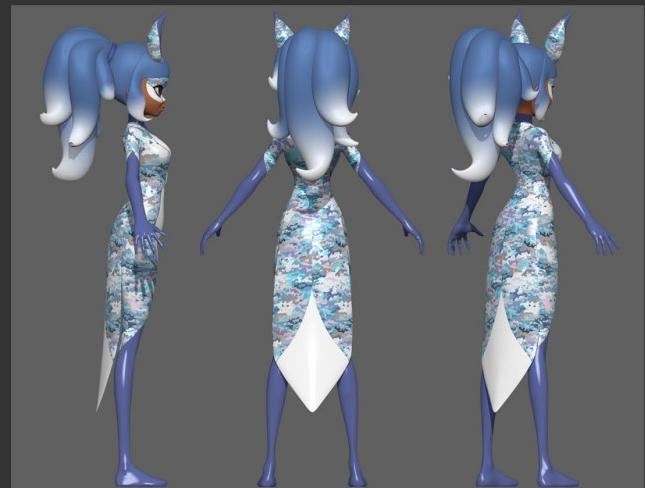
Use the same process for PFX hair than  
Rena Rouge and dont forget to respect  
new gradient with the blue color.



And all same shading for the facial,  
except new eyes blue color.



Her flute must be identically placed as on Rena Rouge model



Back Views 3D turn



Suit, mask, and ears with existing pattern on Rena rouge :  
LB2\_200\_ch013\_rena\_rouge\_mask\_Bp



For the soles there is also the pattern like this  
in the bump and spec. And a purple color :

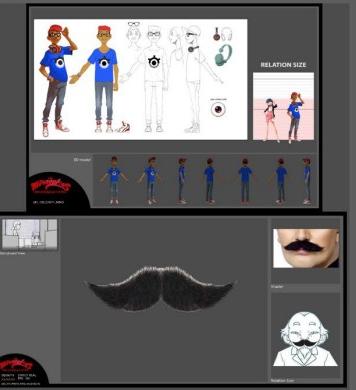


Apply the pattern on your UVs udim to  
obtain the corresponding size on the  
costume.

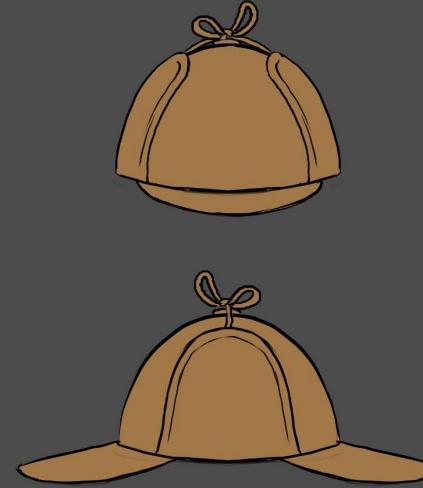




Storyboard View



Reuse models  
LB1\_100\_CH011\_NINO\_LAHIFFE  
LB3\_315\_PR018\_FAKE\_MUSTACHE



rigged collar



Shader



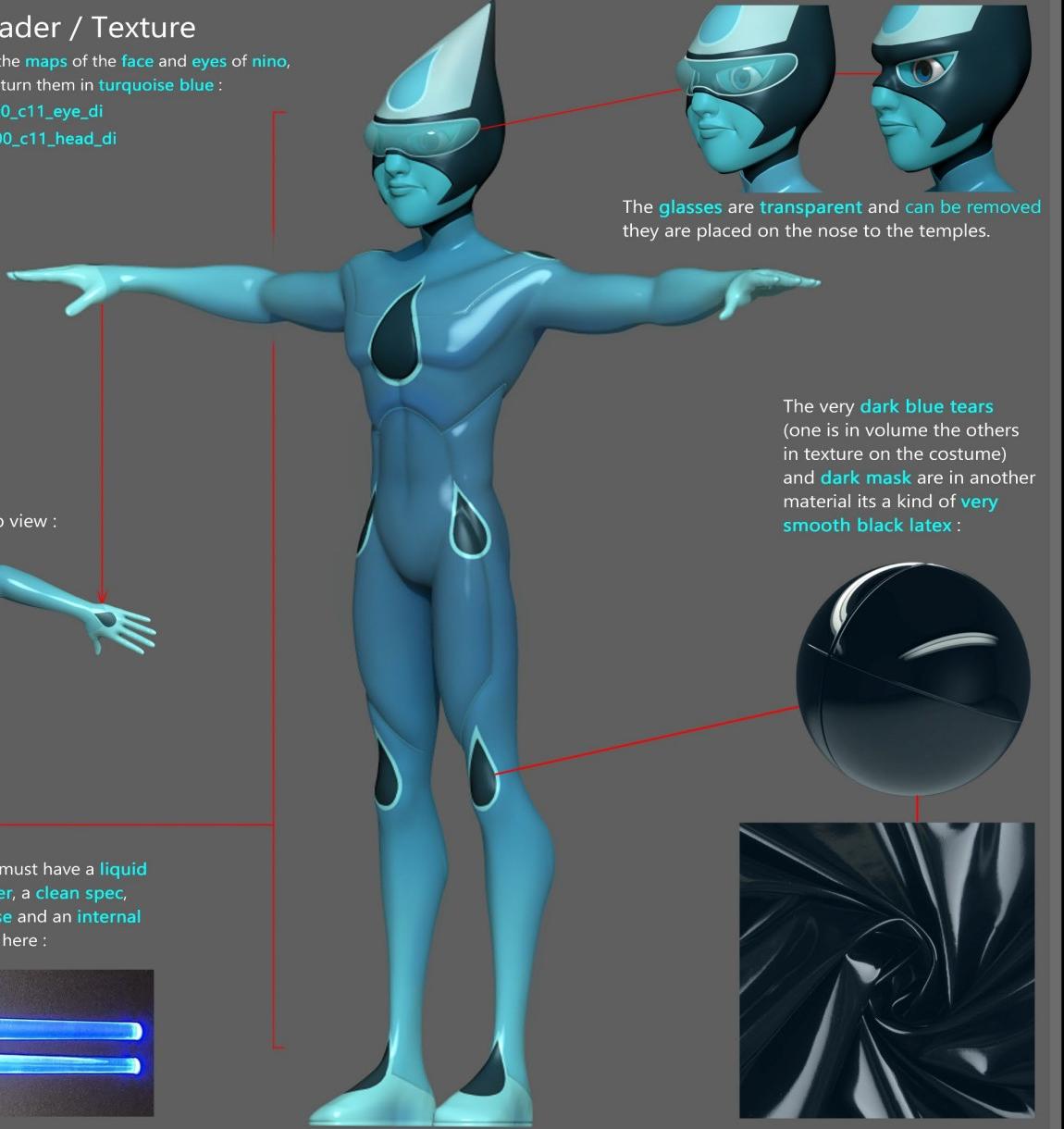
Only for Shading  
and Texturing Ref

## Shader / Texture

Use the maps of the face and eyes of nino, then turn them in turquoise blue :

LB100\_c11\_eye\_di

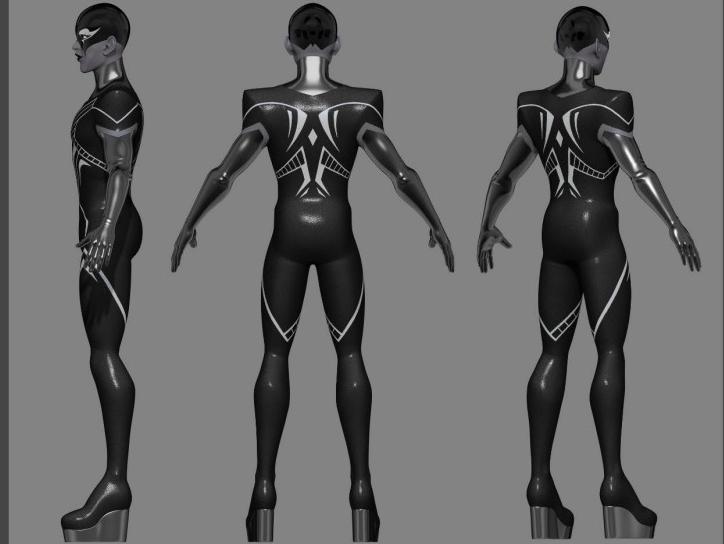
LB100\_c11\_head\_di





**Wishmaker** : Alec's size with high Heels

Front Views 3D turn



Back Views 3D turn

The face is the same as Alec with shiny black and white makeup, his eyes turn purple  
Close-up



The sleeve gloves are in shiny black latex



His large microphone is a props to integrate :  
LB4\_418\_PR009\_WISHLAKER\_MIKE\_AKUMATISED



Stochastic flakes shading like :  
MIRACULOUS\_LB218\_Style Queen



The main outfit is black in glittery fabric,  
use the Style Queen shading and turned  
it in black by increasing the glitter

The high heels are in shiny chromed metal :



**Only for Shading  
and Texturing Ref**



Storyboard View



Reuse models  
LB\_CH02\_Marinette



FRONT



SIDE



BACK



Store No : 412229



Shader

**Miraculous**  
*Tales of Ladybug & Cat Noir*

22/07/20 STATUT REAL :  
XX/XX/XX RTK OK  
LB4\_418.CH006\_MARINETTE\_FAIRY\_  
TRICOTINE\_KNIGHT\_SUIT



Storyboard View



Reuse models  
LB4\_418\_CH008\_MAN\_WITH\_RED\_HAT  
LB4\_418\_PR006\_LUCKYCHARM\_TREX\_DINO\_GUGGIES



06/07/19 STATUT REAL :  
XX/XX/XX RTK OK  
LB4\_418\_CH009\_DINO\_HUGGIE

Reuse the red beret from the character  
Reuse the same shader from the prop



Front



Side



Back



Make arms and legs rig stretch



Simpleman : Size of Roland



Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref

**Miraculous**  
Tales of Ladybug & Cat Noir  
25/03/20  
LB4\_419\_CH002\_SIMPLEMAN

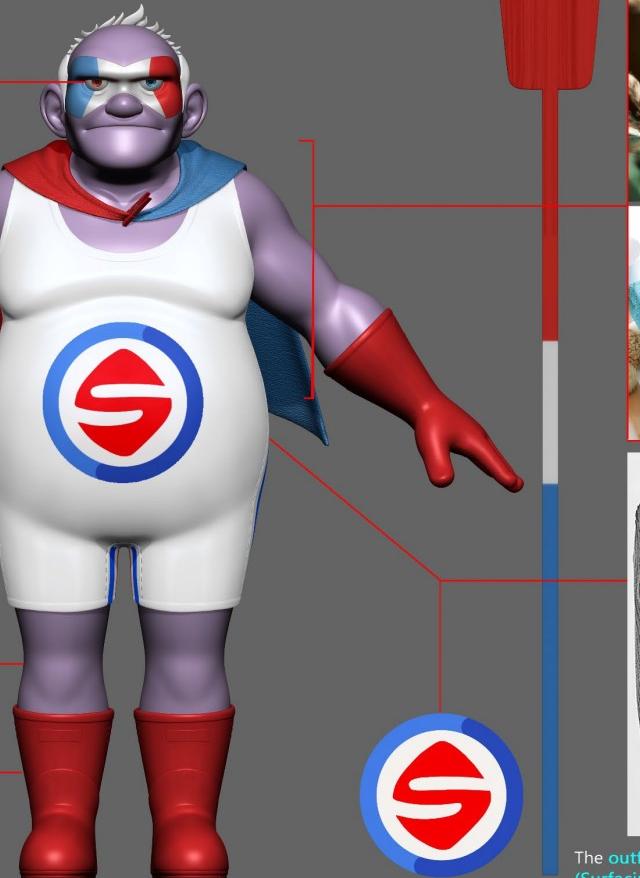


LB3\_300\_ch018\_roland\_set



Use the same Roland PFX hair,  
and set the eye textures in red  
and blue like here :  
His skin is slightly purple, and  
the mask is smooth leather.

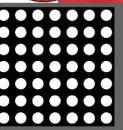
His scepter is his bread shovel in painted  
wood, the props :  
LB3\_324\_pr009\_bread shovel



His cape is a red white blue fleece towel  
French flag attached by a red painted  
wooden clothespin :



These are kitchen gloves and garden boots :



There are small reliefs  
gripping on the palm  
and fingers.



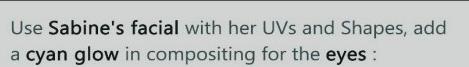
They are each made  
of shiny red rubber :

The outfit is in cheap white fabric with a large coat  
(Surfacing) sewn by hand, with his logo printed.

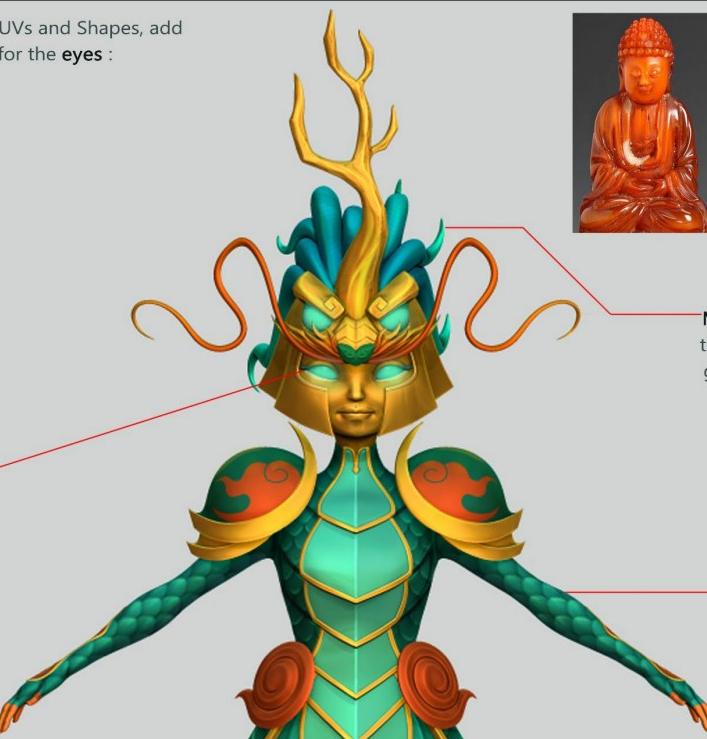


**Qilin** : Sabine akumatized

## Front Views 3D turn



Use **Sabine's facial** with her UVs and Shapes, add a **cyan glow** in compositing for the **eyes**:



**Mustache, hair and tail,  
try a shiny shading with  
gradations of colors like  
Chinese porcelain, or  
jade stone :**

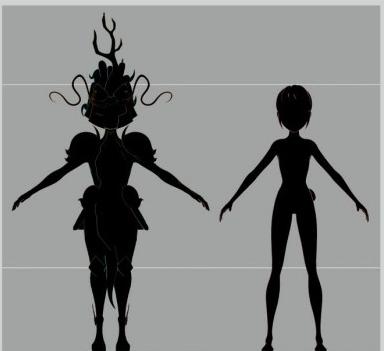


Back Views 3D turn

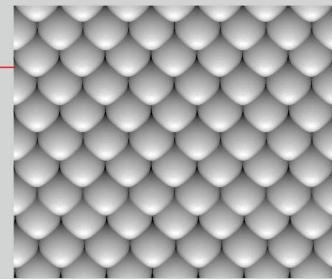
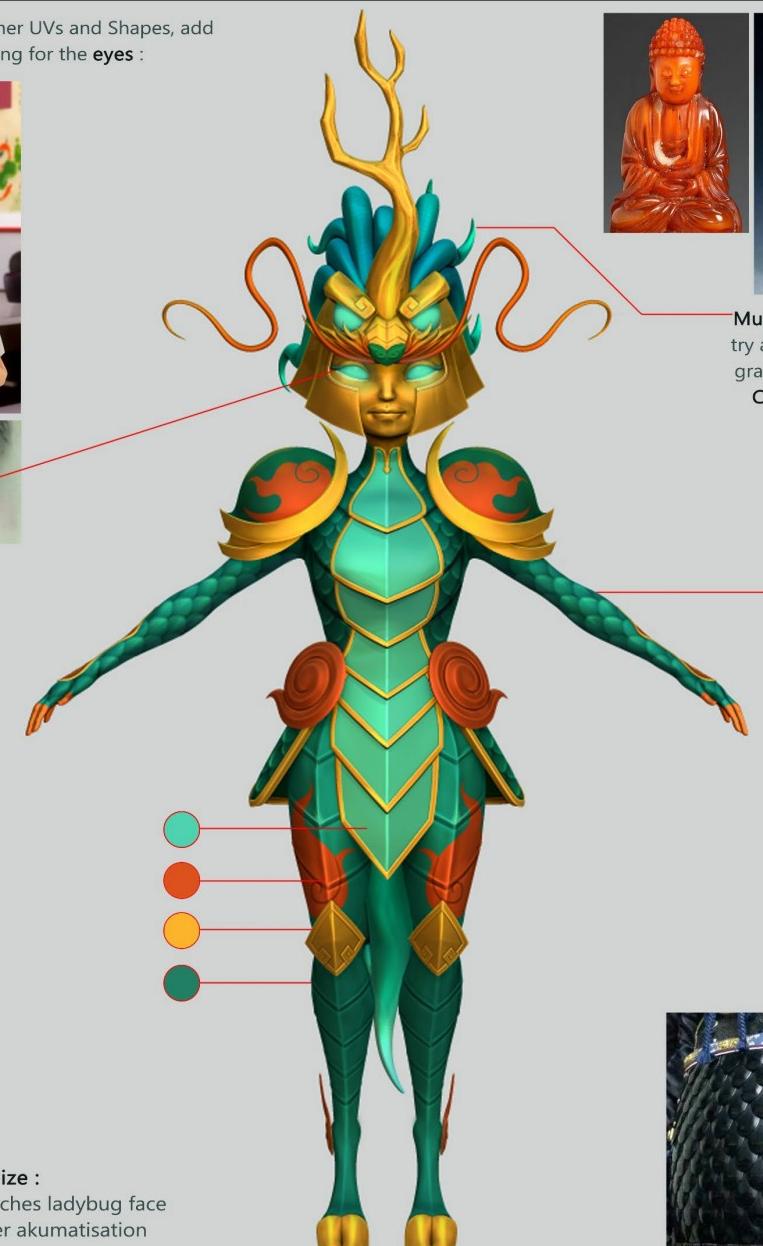
## Only for Shading and Texturing Ref



All her armor is in green cyan or ocher iron  
with all the golden parts in shiny gold



**Relation Size :**  
Sabine reaches ladybug face height after akumatisation



In surfacing add a pattern of scales from the arms to the skirt : Example of armor rendering and details

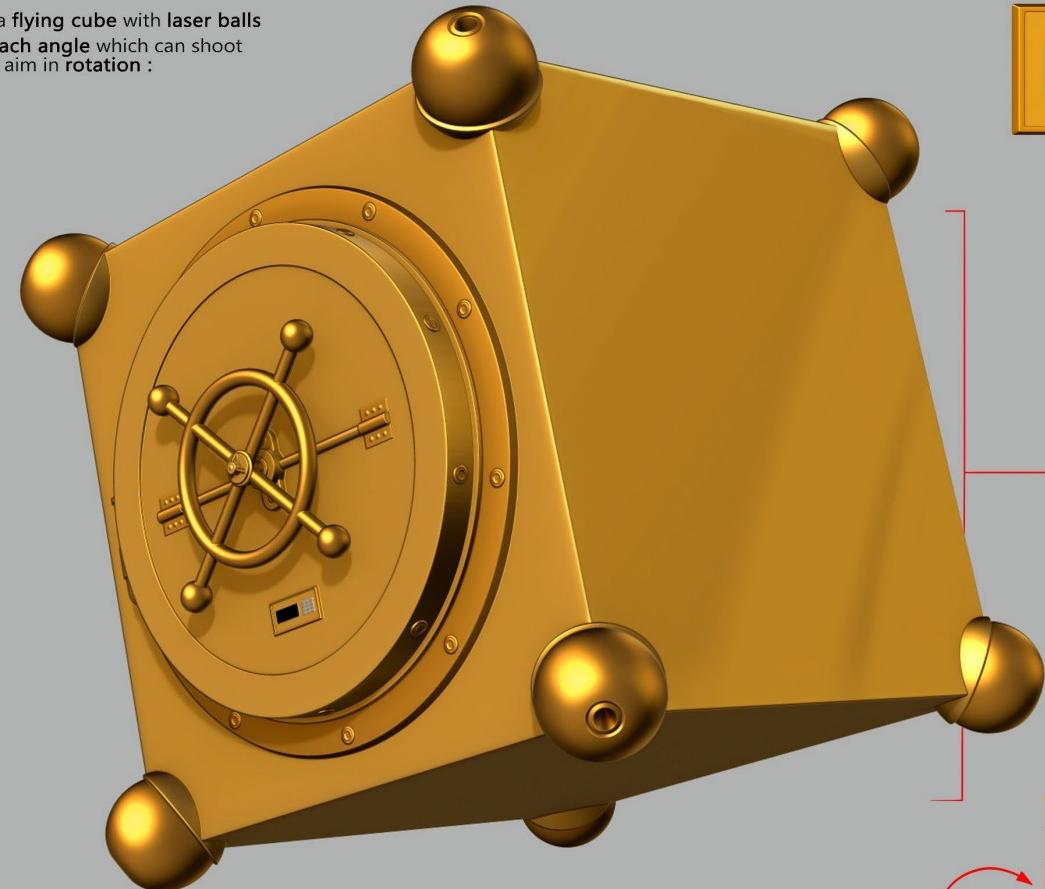




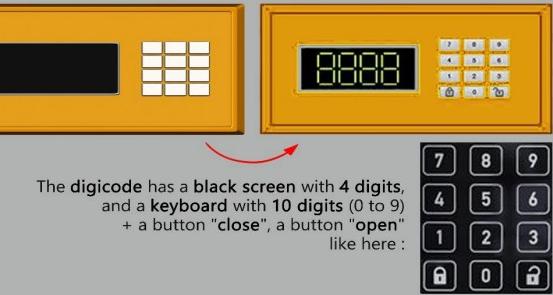
Moolak : a large gold safe - 3D views

**Only for Shading  
and Texturing Ref**

It's a flying cube with laser balls at each angle which can shoot and aim in rotation :



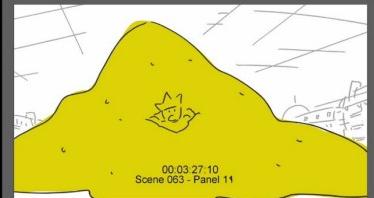
Moolak is filled with gold coins (texture example)  
Bob Roth is gold inside, the face covered by coins (specific camera for these shots)



Moolak is entirely in shiny gold (except certain parts of the digicode) with different values to distinguish each element

Reuse the same coin as LB4\_422\_PR001\_GOLD\_COIN





Storyboard View



Reuse models  
LB4\_422\_CH001\_MOOLAK



LB4\_422\_PR001\_GOLD\_COIN



11/09/20 STATUT REAL :

XX/XX/XX RTK OK

LB4\_422\_CH007\_MOOLAK\_COINSPILE



Reuse the same coin as  
LB4\_422\_PR001\_GOLD\_COIN



gold



Shader





Ephemeral : CatNoir's size

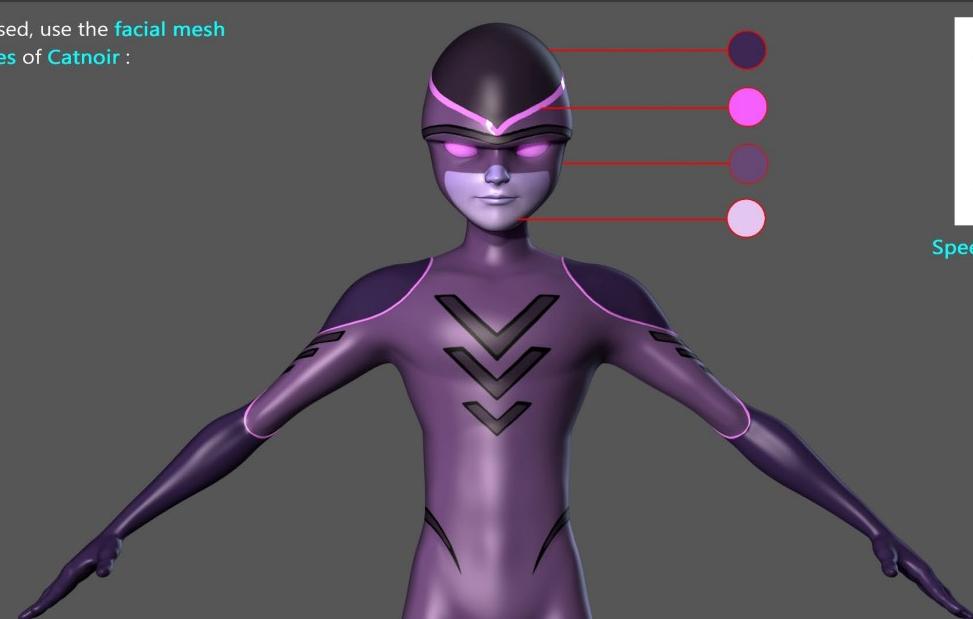


Front Views 3D turn



Back Views 3D turn

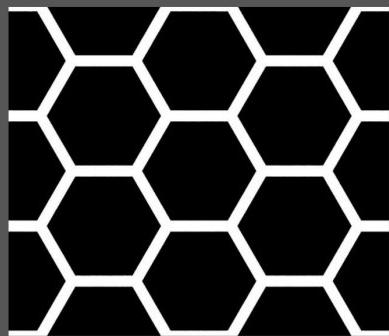
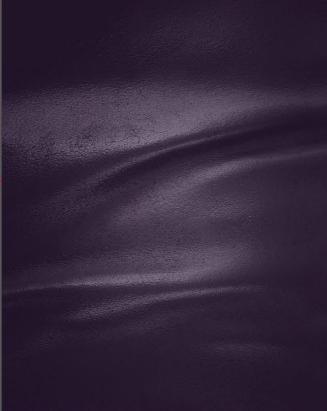
Ephemeral is Adrien akumatised, use the **facial mesh** with the same **UVs** and **Shapes** of **Catnoir** :  
LB1\_100\_CH004\_CATNOIR



Speed Pattern example



The **darker purple** part of the leather has **more grain** like here :



All the **costume** has this **specular map** as Catnoir. And the suit is made of soft **rather smooth purple leather** with a fairly **diffuse specular** :



**Miraculous**  
Tales of Ladybug & Cat Noir

15/07/20

Only for Shading  
and Texturing Ref

LB4\_422\_CH004\_EPHEMERAL



Jehane\_D\_Arc



Front Views 3D turn



Back Views 3D turn

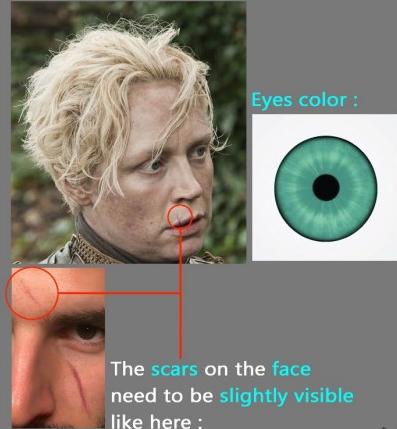
Only for Shading  
and Texturing Ref



08/09/20

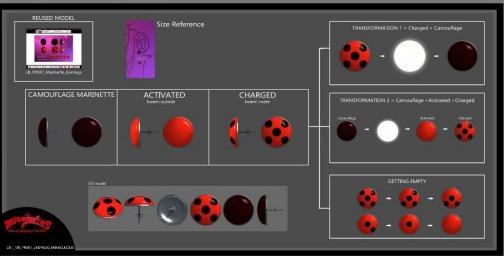
LB4\_422\_CH005\_JEHANE\_D\_ARC

Make the hair in PFX  
and make them a little bit messy like here :



The scars on the face  
need to be slightly visible  
like here :

Use the existing  
miraculous of ladybug :  
LB\_p001\_ear\_ring



Use the existing weapon of ladybug :  
LB\_p003\_yoyo



The clothes are damaged on the border  
of the neck and shoulders parts like here :



With this type of map,  
texture of Wool Nylon :



The character has a chainmail  
around the neck and beneath the armor.  
Make in 3D the part around the neck  
and use a projection  
of a chainmail texture for this :



The clothe part between  
the legs need to be rigged  
( front and bottom ).



CatWalker : ChatNoir's size



Front Views 3D turn



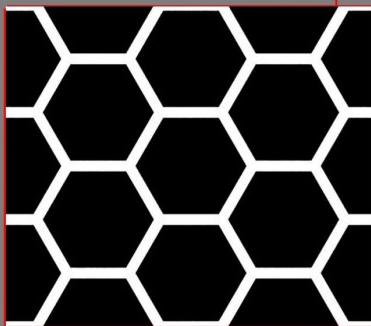
Use ChatNoir's Uvs, Map and rigg facial, and same PFX process on this new hair :  
LB1\_100\_CH004\_CATNOIR



Gray parts are in very smooth matte fabric, and the golden parts in shiny gold



Back Views 3D turn



All the black parts use the same shader and map than ChatNoir

He wears the miraculous of CatNoir :  
LB1\_100\_PR002\_CATNOIR\_MIRACULOUS

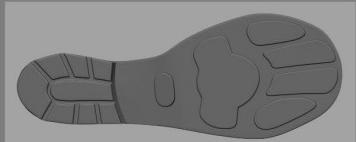


Only for Shading  
and Texturing Ref



29/06/20

LB4\_423\_CH003\_CATWALKER



Close up : Sole

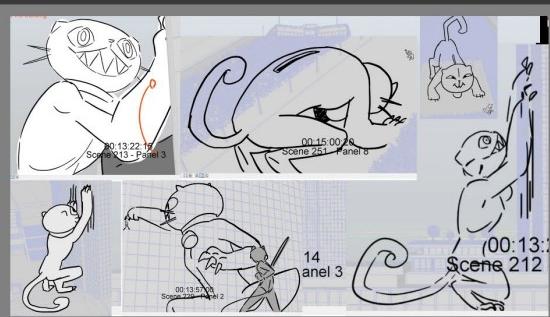


3D Turn around



03/07/20

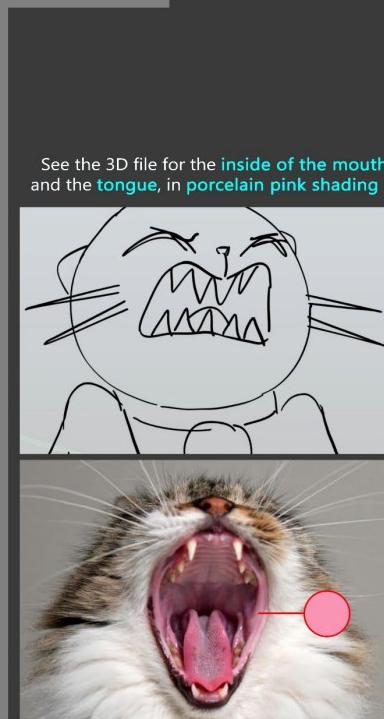
LB4\_423\_CH004\_KURO\_NEKO\_SENTIMONSTER



KURO NEKO is a huge humanoid cat from one of these Japanese porcelain "piggy bank" cats with a bell that can be found in Asian shops (Maneki Neko) :

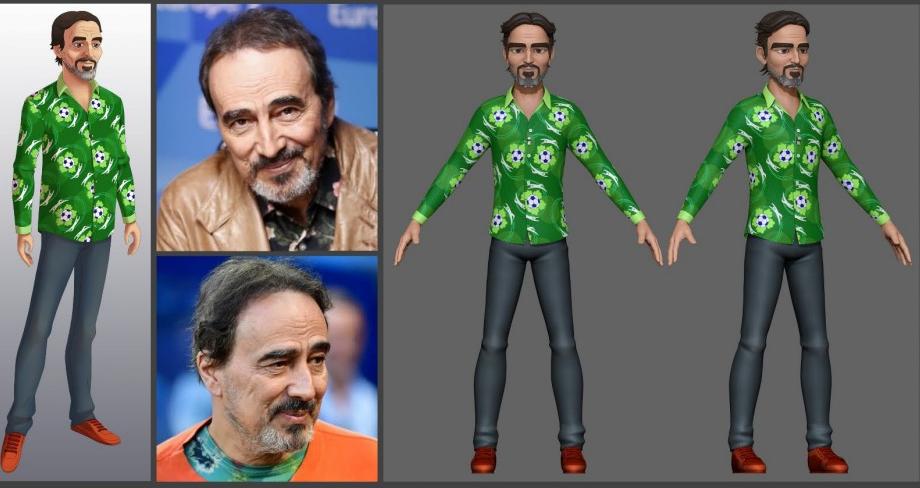


The sentimonster is entirely in shiny porcelain with different colors



Relation Size with Ladybug

Only for Shading and Texturing Ref



Didier Trainer : french trainer Didier Roustan

Use the **same process** for wicks hair, and beard in PFX like :  
LB3\_300\_ch011\_thomas\_astruc



Front Views 3D turn



Back Views 3D turn

Give **sewing details**, with a **jean texture** like here :



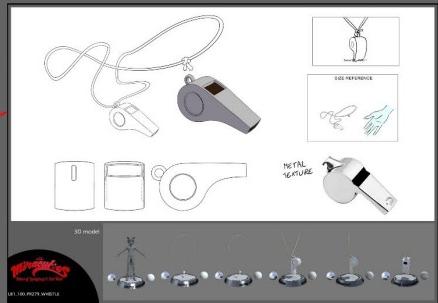
**Red shoes** with this type of **material/shader**, with the **shades** of red indicated on the **3D turn** :



Sole :



The **rigged** and **textured** whistle **props** to put around his neck :  
LB1\_100\_PR279\_WHISTLE



Jacket : Classic fabric with this **pattern**



Only for Shading  
and Texturing Ref

20/07/20

LB4\_424\_CH001\_DIDIER\_TRAINER

**Miraculous**  
*Tales of Ladybug & Cat Noir*



Penalty : Chloe's size

Front Views 3D turn



Back Views 3D turn

**Only for Shading  
and Texturing Ref**

Use the **same process** for PFX hair,  
and create the **new eyes / face maps** :



Keep the **whistle** in the  
same place as in the **maya file**.

Here the **colors and shading** of the  
**akumatized glasses** :



She has a **chrome gold whistle**  
on her hair tie, like this shading :



The **whole costume** is in **smooth yellow** and  
**black shiny fabric** like here :



LB4\_424\_CH005\_PENALTY\_WITHOUT\_GLASSES



She has **crampons** in **black and gray chrome metal** under her soles :

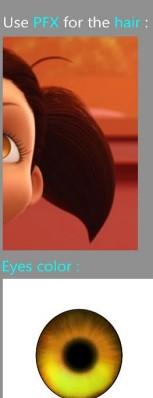




Frog



Front Views 3D turn



Use PFX for the hair :



Eyes color :



Use this type of spec for the glasses :



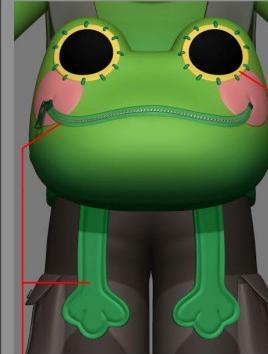
Use this type of map for the bag straps, Fine leather :



For the helmet, the knee and elbow guard, use the same shader as Alix :



Use same shader for the short as ivan's short :



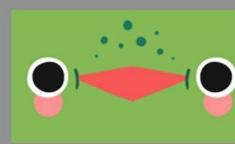
Use this type of map for the yellow and black part of the bag and the stiches around, Flecked Denim Fabric :



Use this type of spec for the frog bag :



Back Views 3D turn



Use a hoodie type of fabric texture for the hoodie like here :



Only for Shading and Texturing Ref



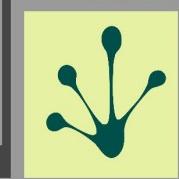
Frog



Front Views 3D turn



Use the **facial** and **maps** of **Frog**,  
and generate the new hair in **PFX** :



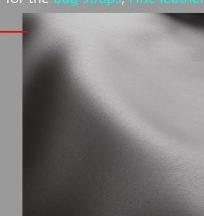
Use this type of map  
for the **suit**, **Polyamide Swim Suit** :



Back Views 3D turn



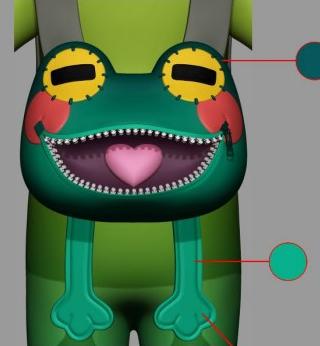
Use the same **spec** for the **glasses** :



Same texture than his **non-transform** form  
for the **bag straps**, **Fine leather** :



Use this type of **spec**  
for the **gloves** and the **mask** :



Use the **same material** as  
the **non-transform** version of the **bag**.  
The **inside** of the **mouth**  
is in the **same material**  
as the **body** of the **bag**.



Only for Shading  
and Texturing Ref



08/09/20

LB4\_425\_CH002\_RISK



Sentimonster Strikeback



Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref

Miraculous  
Tales of Ladybug & Cat Noir

08/09/20

LB4\_425\_CH010\_STRIKEBACK\_SENTIMONSTER



Use this material with the same spec  
for all metallic part , Chrome :





Capri\_Kid : Nathaniel's size

Front Views 3D turn



Back Views 3D turn

**Only for Shading  
and Texturing Ref**

Use Nathaniel's Uvs, Map and rigg facial, and same PFX process on this new hair :  
LB\_ch016\_nathaniel

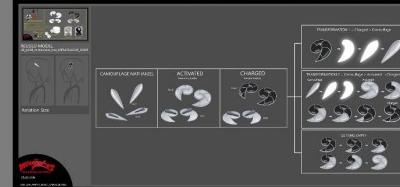


Use PFX process  
for the fur.



The horns must have this type of spec :

Use the existing miraculous of the goat :  
LB3\_326\_PR015\_GOAT\_MIRACULOUS



Use the same shaders  
than Cat Noir for the costume :



Soles Close up :



LB4\_424\_PR020\_CAPRIKID\_BRUSH  
Dont forget to add the Brush props  
on the character rigg





Use Marc's Uvs, Map and rigg facial, and same PFX process on this new hair:  
LB2\_200\_ch036\_marc



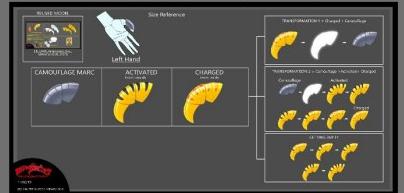
Only for Shading  
and Texturing Ref

**Miraculous**  
Tales of Ladybug & Cat Noir  
18/09/20  
LB4\_400\_CH013\_ROOSTER\_BOLD

The top is in smooth orange leather, the  
shoes in gold (the earrings and chains are  
in orange gold)



Use the existing miraculous of the rooster :  
LB3\_314\_PR018\_COCK\_MIRACULOUS



Scarf is red silky fabric



The feathers are edged in gold and the surface brown in leather as here :



The blue pants are in satin fabric like here :



LB4\_424\_PR022\_ROOSTER\_BOLD\_QUILL

Don't forget to had the  
quill on the character rigg.

The tip of the quill need to  
be able to desapear.

The feather need to be  
flexible.

Had controllers on the  
two belts.





Minotaurox : Ivan's size

Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref

Use the facial and maps of Ivan,  
and generate the new hair in PFX :



Zippers ring need  
to be rigged .



The horns are in Ivory with this type of spec  
The tip are in black with less spec :



Place the buffalo's miraculous in the nose :  
LB3\_326\_PR024\_BUFFALO\_MIRACULOUS



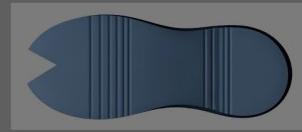
Give this type of spec  
to the rings and zippers :



with this type of gold :



Soles Close up :



LB4\_424\_PR021\_MINOTAUX\_HAMMER

Dont forget to add the Hammer props  
on the character rigg





Miss Hound : Sabrina's size

Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref

18/09/2020

LB4\_400\_CH011\_MISS\_HOUND

Use the **facial** and **maps** of **Sabrina**,  
and generate the new hair in **PFX** :



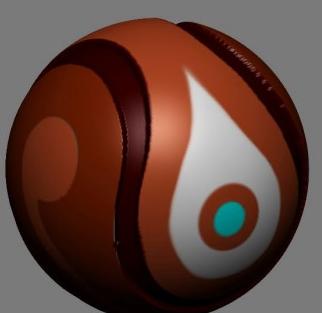
Place and adapt the size of the dog's  
miraculous around the neck :  
LB3\_326\_PR013\_DOG\_MIRACULOUS

All the **white parts** are  
in **satin fabric** :



LB4\_424\_PR019\_MISS\_HOUND\_BALL

Don't forget to had the ball props  
on the character rigg



Soles Close up :





Flairmidable : Adrien's size

Front Views 3D turn



Back Views 3D turn

Use Adrien's Uvs, Map and facial rigg.  
Use Pfx process on this new hair :  
LB\_ch005\_adrien



LB\_ch005\_adrien

LB\_ch005\_adrien

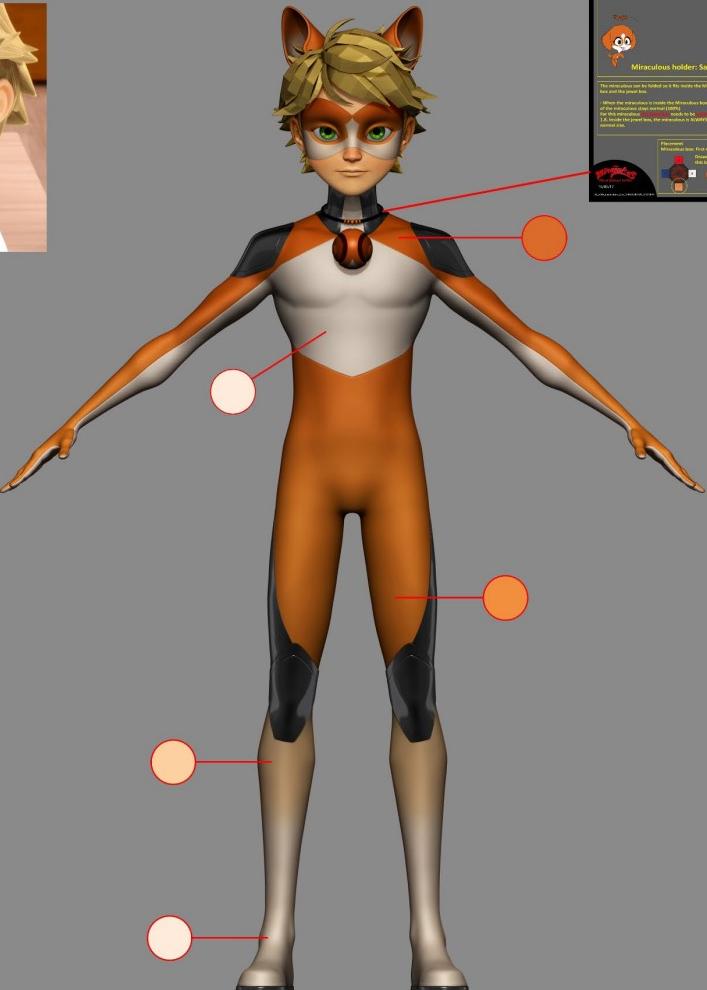
Use this type of fabric with  
the same spec for the costume :



**Only for Shading  
and Texturing Ref**

14/09/20

LB4\_426\_CH002\_FLAIRMIDABLE



Use the existing miraculous of the dog :  
**NOM ASSET A AJOUTER**



The black parts are in the same shader  
than Cat Noir costume :

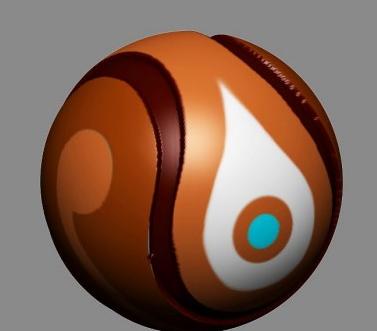


LB4\_426\_PR020\_FLAIRMIDABLE\_BAL

Don't forget to had the ball props  
on the character rig



Soles Close up :





PennyBug : Ladybug's size

Front Views 3D turn

### Shader / Texture

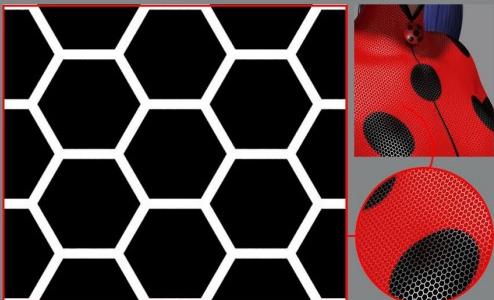
Use the [same process](#) for PFX hair than [Ladybug](#) for the [new hair](#) , make the [blue gradient](#) on the back, see [profile view](#).



And all [same shading](#) for the [facial](#).



Back Views 3D turn



All the [suit](#) and [mask](#) with the [classic Ladybug's pattern](#)  
LB100\_c01\_ladybug\_Body\_Bp



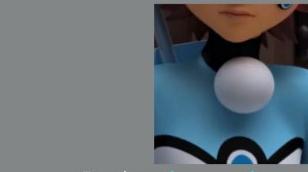
For the [soles](#), use the same [shiny chrome](#) as the [horseshoe](#) .



Use the [horse's miraculous](#) rigg with shaders to reposition it [on pegabug](#) :  
LB3\_313\_PR001\_HORSE\_MIRACULOUS



Horseshoe is in shiny chrome



For the [sphere](#) on the [neck](#), and the [wings](#) on the [head](#) and [feet](#) use same [shader](#) as [Bunnix](#) sphere



Use the [existing](#) ladybug miraculous :  
LB1\_100\_PR001\_LADYBUG\_MIRACULOUS

Pegasus's Boomerang behind her back



**Only for Shading and Texturing Ref**

**Miraculous**  
Tales of Ladybug & Cat Noir

22/09/20

LB4\_426\_CH001\_PENNYBUG

A close-up, high-angle shot of Adrien Agreste's face. He has spiky blonde hair and bright green eyes. He is wearing a black hooded mask and a black suit with a gold bell pendant hanging from his neck. He is smiling broadly.

Season 5

ZAG  
HEROEZ  
**Miraculous™**  
Characters

ZAG



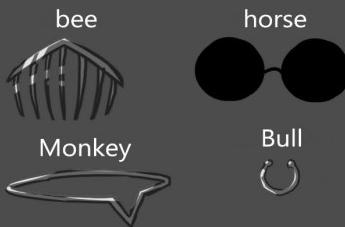
Storyboard View



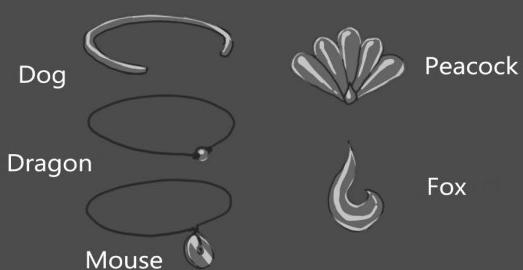
Reuse models  
LB5\_500\_CH002\_MONARCH



## HEAD



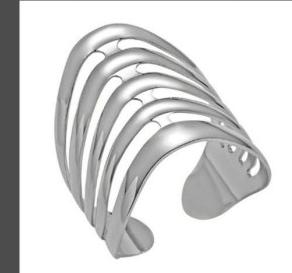
## NECK



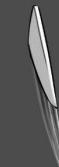
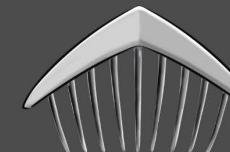
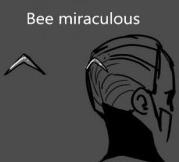
## HANDS



All miraculous are made of steel



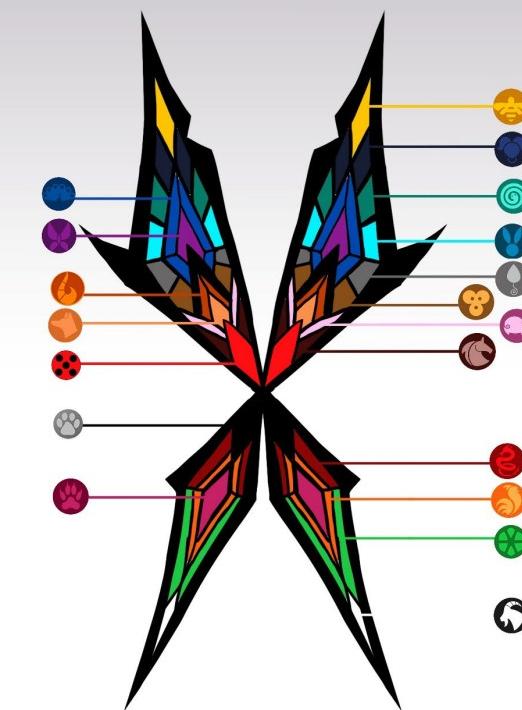
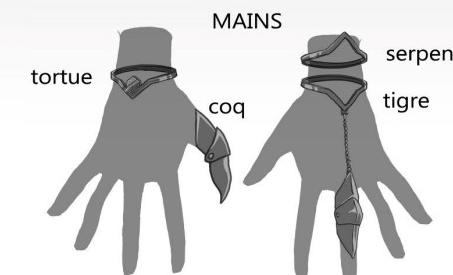
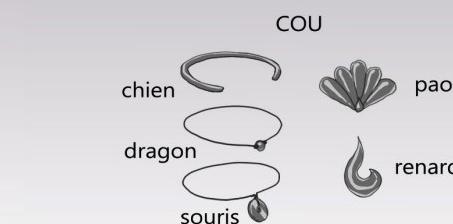
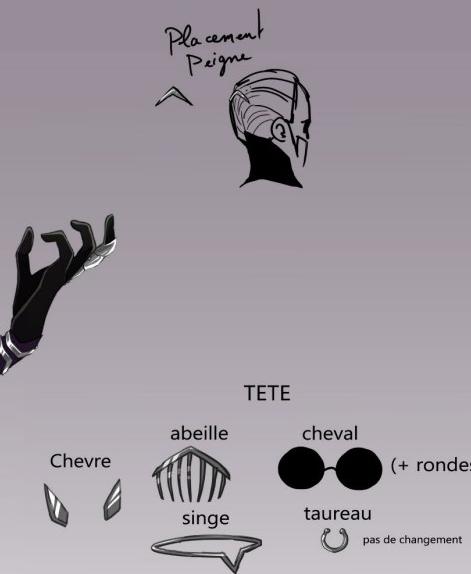
Shader



**Miraculous**  
*Tales of Ladybug & Cat Noir*

05/02/21 STATUT REAL :  
XX/XX/XX RTK OK

LB5\_501\_CH001\_GABRIEL\_16  
MIRACULOUS\_CAMOUFLAGE\_MODE





Dualmoth\_Dog

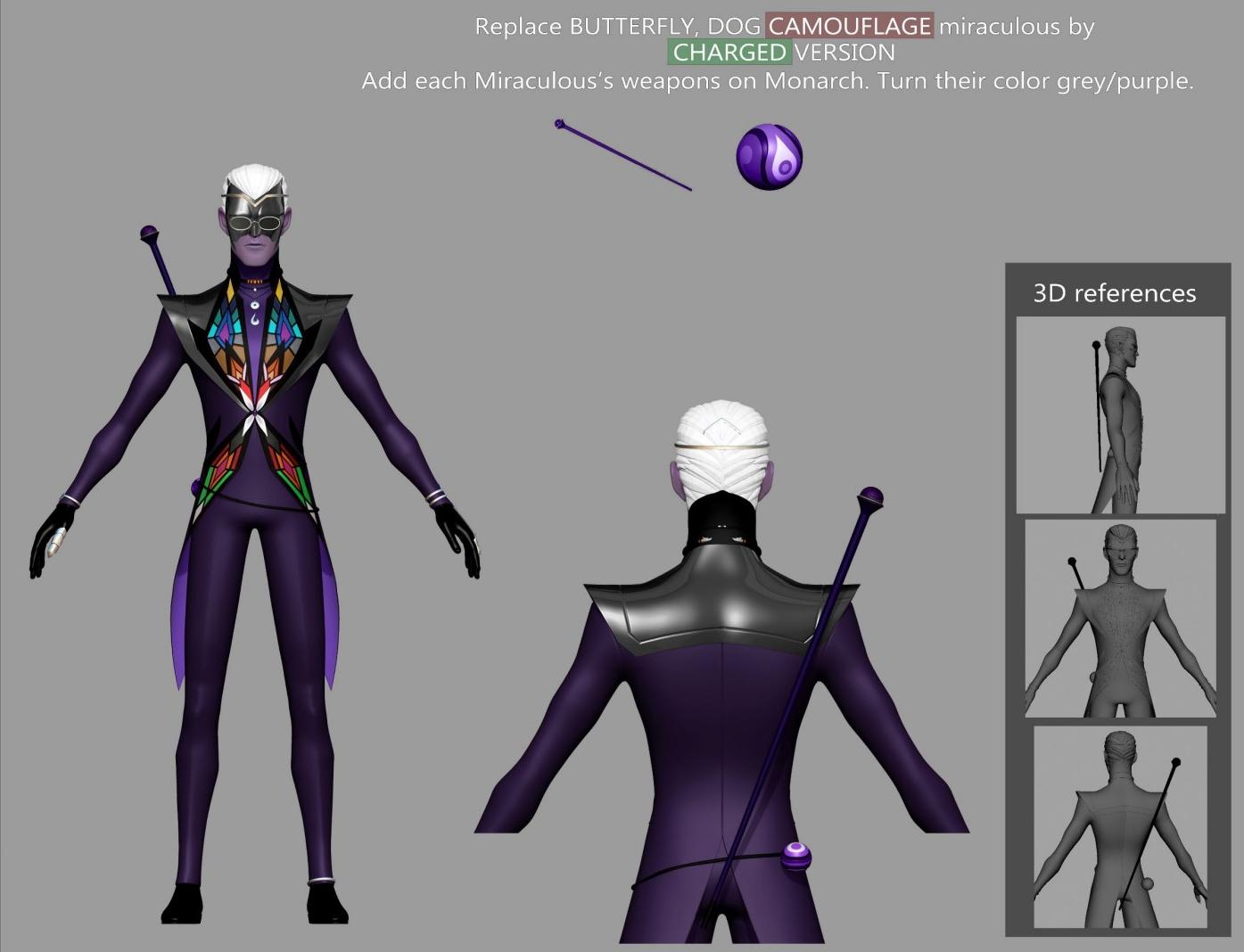
Front Views 3D turn



Back Views 3D turn



LB5\_501\_CH003\_DUALMOTH\_BUTTERFLY\_DOG



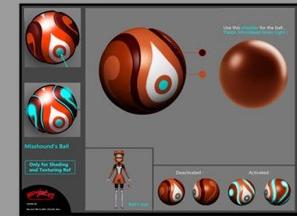
3D references



Storyboard View



Reuse Chara  
LB5\_500\_CH002\_MONARCH



Reuse models  
LB4\_424\_PR019\_MISS\_HOUND\_BALL



Trimoth\_Turtle  
Front Views 3D turn



Back Views 3D turn



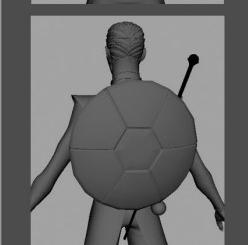
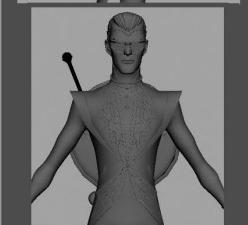
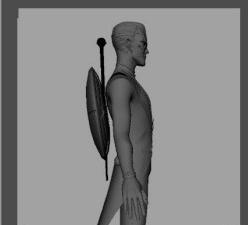
15/02/2021

LBS\_501\_CH004\_TRIMOTH\_BUTTERFLY,\_  
DOG\_TURTLE

Replace BUTTERFLY, DOG, TURTLE **CAMOUFLAGE** miraculous by  
**CHARGED VERSION**  
Add each Miraculous's weapons on Monarch. Turn their color grey/purple.



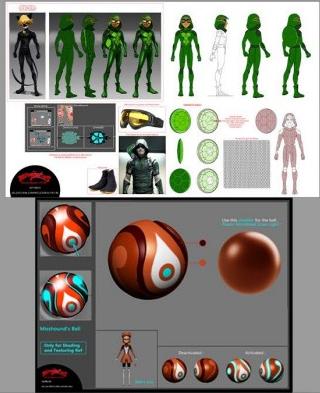
3D references



Storyboard View



Reuse Chara  
LBS\_500\_CH002\_MONARCH



Reuse models  
LB2\_200\_CH038\_CARAPACE  
LB4\_424\_PR019\_MISS\_HOUND\_BALL



Pentamoth

Front Views 3D turn



Back Views 3D turn



15/02/2021

PENTAMOTH\_BEE\_BUTTERFLY\_FOX\_RABBIT\_TURTLE

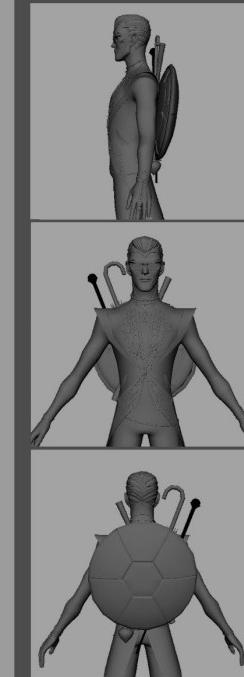


Replace BEE, BUTTERFLY, FOX, RABBIT, TURTLE CAMOUFLAGE miraculous by  
CHARGED VERSION

Add each Miraculous's weapons on Monarch. Turn their color grey/purple.



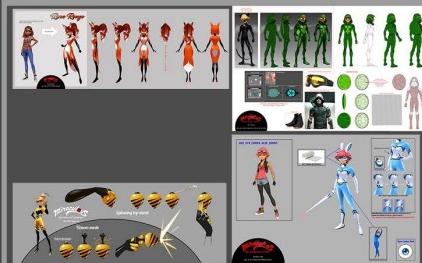
### 3D references



Storyboard View



Reuse Chara  
LB5\_500\_CH002\_MONARCH



Reuse models  
LB2\_200\_CH013\_RENA\_ROUGE  
LB2\_CH32\_QUEEN\_BEE\_SPIN  
LB2\_200\_CH038\_CARAPACE  
LB3\_319\_CH003\_BUNNIX\_ADULT  
Change the size of the umbrella



Hexamoth\_Rabbit Front Views 3D turn

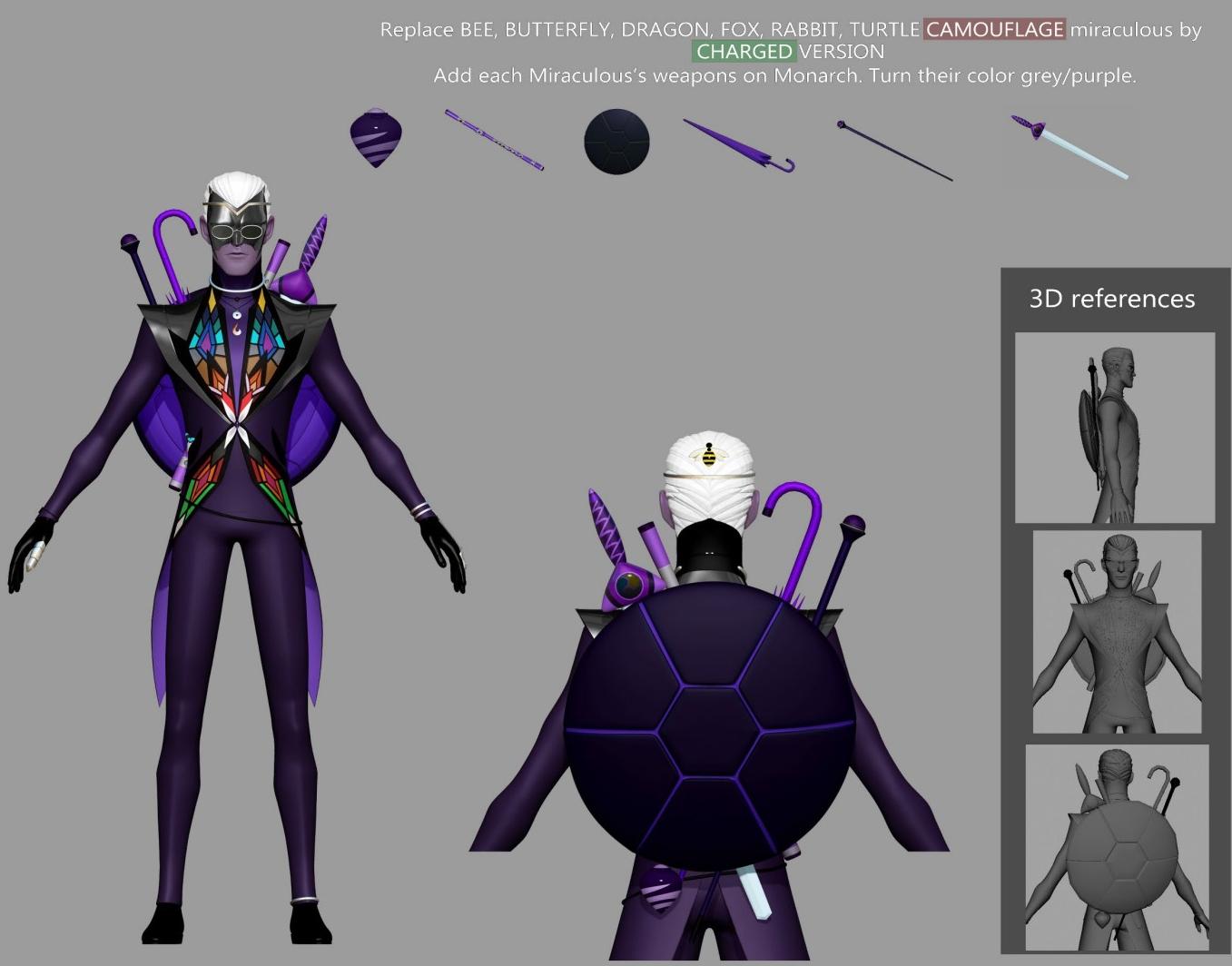


Back Views 3D turn

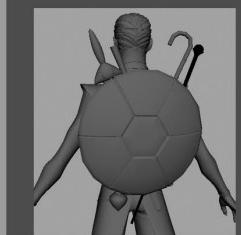
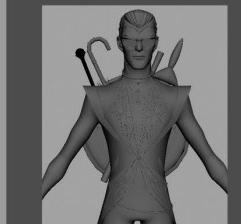


15/02/2021

LBS\_501\_CH009\_HEXAMOTH\_BEE\_BUTTERFLY\_DRAGON\_FOX\_RABBIT\_TURTLE



### 3D references



Storyboard View



Reuse Chara  
LB5\_500\_CH002\_MONARCH



Reuse models  
LB2\_200\_CH013\_RENA\_ROUGE  
LB3\_300\_CH010\_RYUUKO  
LB2\_CH32\_QUEEN\_BEE\_SPIN  
LB2\_200\_CH038\_CARAPACE  
LB3\_319\_CH003\_BUNNIX\_ADULT  
Change the umbrella size



Hexamoth\_Dog

Front Views 3D turn



Back Views 3D turn



15/02/2021

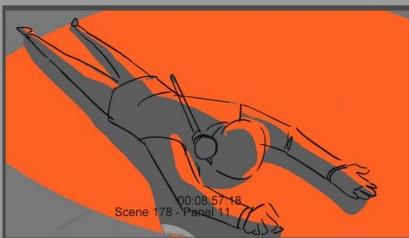
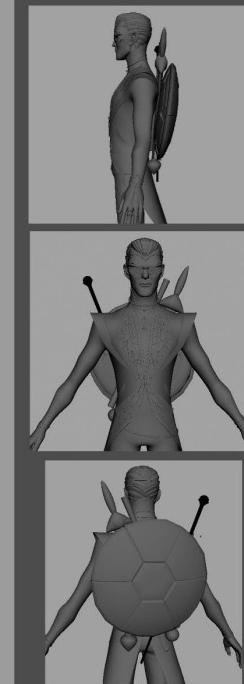
LBS\_501\_CH012\_HEXAMOTH\_BEE\_BUTTERFLY...  
DOG\_DRAGON\_FOX\_TURTLE

Replace BEE, BUTTERFLY, DOG, DRAGON, FOX, TURTLE **CAMOUFLAGE** miraculous by  
**CHARGED VERSION**

Add each Miraculous's weapons on Monarch. Turn their color grey/purple.



### 3D references



Storyboard View



Reuse Chara  
LB5\_500\_CH002\_MONARCH



Reuse models  
LB2\_200\_CH013\_RENA\_ROUGE  
LB3\_300\_CH010\_RYUUKO  
LB2\_CH32\_QUEEN\_BEE\_SPIN  
LB2\_200\_CH038\_CARAPACE  
LB4\_424\_PR019\_MISS\_HOUND\_BALL



Storyboard View



Reuse Chara  
LB5\_500\_CH002\_MONARCH



Reuse models  
LB3\_313\_pr001\_horse\_miraculous  
LB2\_200\_CH038\_CARAPACE  
LB2\_CH32\_QUEEN\_BEE\_SPIN

Miraculous™  
Tales of Ladybug & Cat Noir

01/03/21 STATUT REAL :  
XX/XX/XX RTK OK

LB5\_503\_CH001\_QUADRIMOTH\_BEE\_  
BUTTERFLY\_HORSE\_TURTLE



BEE, BUTTERFLY, HORSE, TURTLE are in CHARGED VERSION  
Add each Miraculous's weapons on Monarch. Turn their color grey/purple.

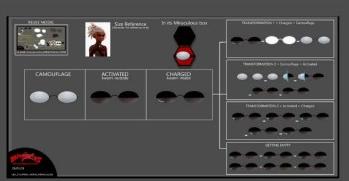




Storyboard View



Reuse Chara  
LB5\_503\_ch009\_monarch\_beta\_version



Reuse models  
LB3\_313\_pr001\_horse\_miraculous



BUTTERFLY, HORSE are in CHARGED VERSION

Add each Miraculous's weapons on Monarch. Turn their color grey/purple.





RabbitNoir : ChatNoir's size



Front Views 3D turn

Use ChatNoir's Uvs, Map and rigg facial, and same PFX process for his hair :  
LB1\_100\_CH004\_CATNOIR



Closed eyelids with  
no textures deformation on color or eyeliner



Closed eyelids with  
no textures deformation on color or eyeliner

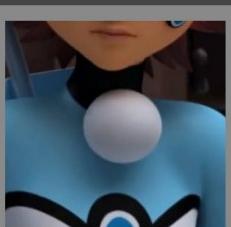


Ring's position

Close up



Sole



For the sphere on the neck and the tail,  
use same shader as Bunnix sphere .



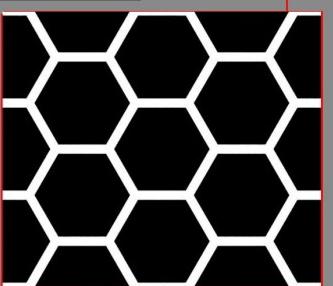
LB\_p448\_miraculous\_box\_MIRACULOUS\_RABBIT  
Add the rabbit miraculous to the rig.



LB3\_319\_pr17\_bunnix\_adult\_umbrella\_set



Back Views 3D turn



Use the same shader and  
map than ChatNoir for the suit.  
He wears the miraculous of CatNoir :  
LB1\_100\_PR002\_CATNOIR\_MIRACULOUS



Only for Shading  
and Texturing Ref



Storyboard view

Scale 124 - Panel 3

Reuse Catnoir stick :  
LB\_p004\_catstick

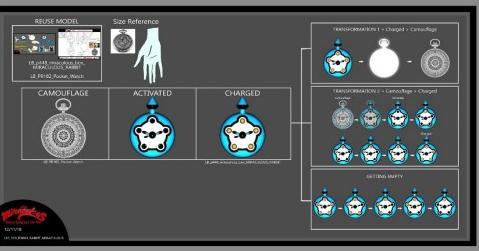
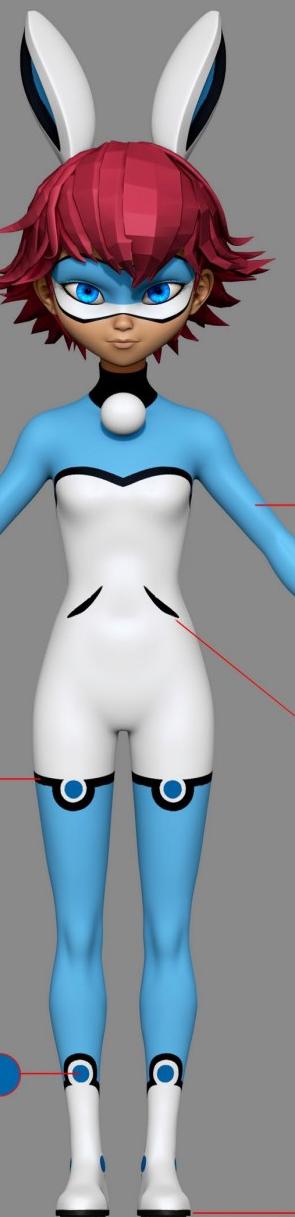




Bunnydog : Alix's size



Closed eyelids with no textures deformation on color or eyeliner



Add the **miraculous** of the **rabbit** to the **rigg** :  
LB3\_319\_PR004\_RABBIT\_MIRACULOUS

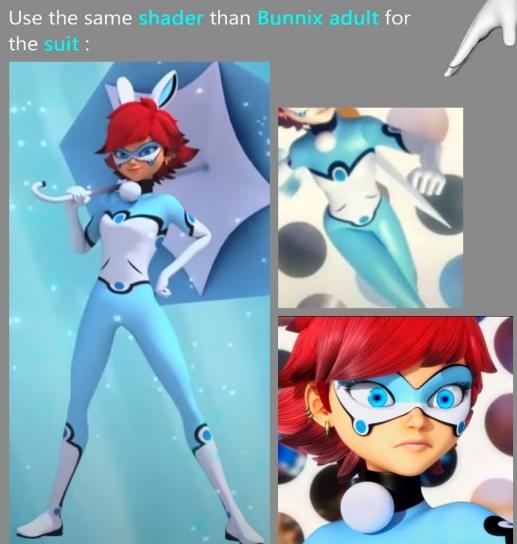
Don't forget to had the umbrella on the character rigg



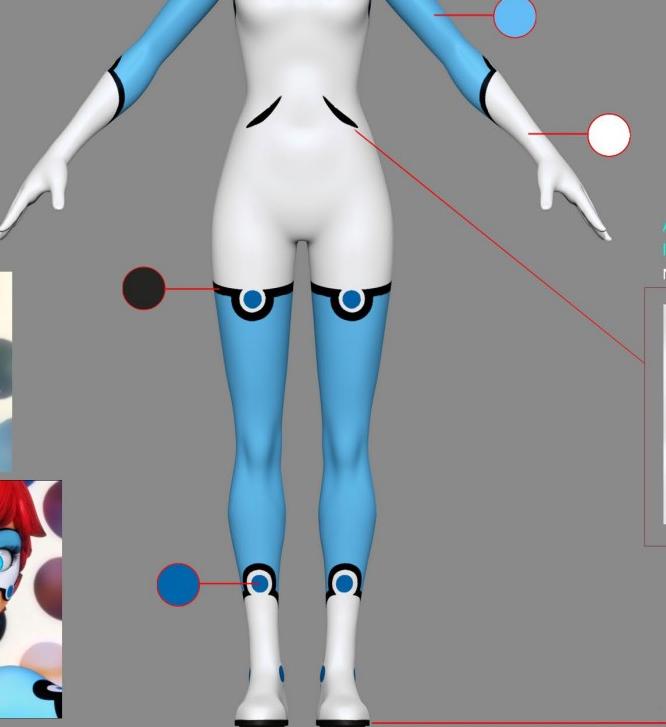
LB3\_319\_pr17\_bunnix\_adult\_umbrella\_set



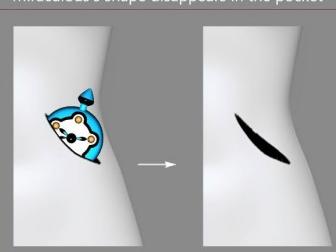
Back Views 3D turn



Use the same **shader** than **Bunnix adult** for the **suit** :



Add controllers for the pockets like adult bunnix  
Miraculous's shape disappears in the pocket



**Soles** Close up :





Canigirl : Alix's size



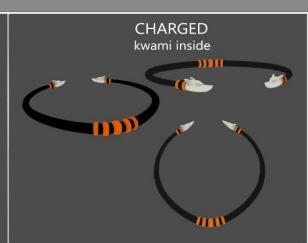
Front Views 3D turn



Use the **facial** and **maps** of Alix,  
and generate the new hair in **PFX** :



Closed eyelids with  
no textures deformation on color or eyeliner



Place and adapt the size of the dog's  
miraculous around the neck :  
**LB3\_326\_PR013\_DOG\_MIRACULOUS**



**LB4\_424\_PR019\_MISS\_HOUND\_BALL**



Back Views 3D turn

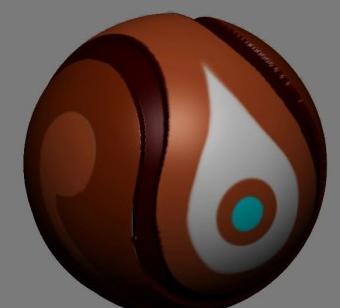
The **brown parts** are in **suede texture**  
and the **white and black parts** in **leather like**  
here :



Use the same **spec** for this **part** of the **cap** like here :



**Soles** Close up :





Bunnydog : Alix's size

Front Views 3D turn



Back Views 3D turn

**Only for Shading  
and Texturing Ref**

Use the **facial** and **maps** of Alix,  
and **generate** the new hair in PFX :



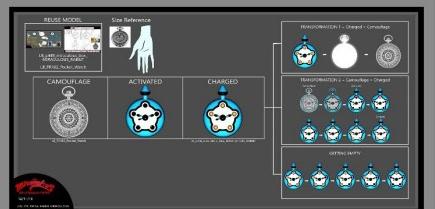
Closed eyelids with  
no textures deformation on color or eyeliner



The **brown parts** are in **suede texture**  
and the **black parts** in **leather like**  
here :



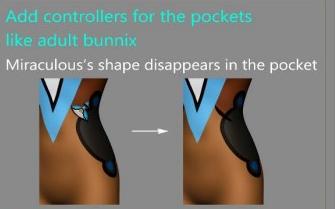
For the **blue and white parts**,  
use the same **shader** than **adult bunnix** :



Add the **miraculous of the rabbit** to the rigg :  
**LB3\_319\_PR004\_RABBIT\_MIRACULOUS**



Place and adapt the size of the dog's  
miraculous around the neck :  
**LB3\_326\_PR013\_DOG\_MIRACULOUS**



Add controllers for the pockets  
like adult bunnix

Miraculous's shape disappears in the pocket

Use the same **spec** for this **part** of the **cap** like here :



**Soles Close up :**

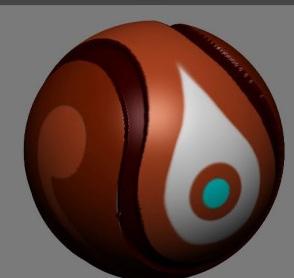


**LB4\_424\_PR019\_MISS\_HOUND\_BALL**



**LB3\_319\_pr17\_bunnix\_adult\_umbrella\_set**

Don't forget to had the ball props  
and Bunnix's umbrella  
on the character rigg





Storyboard View



Reuse models  
LB1\_100\_CH056\_MR\_KUBDEL



Rig the jacket



Shader

**Miraculous**  
*Tales of Ladybug & Cat Noir*

27/11/20 STATUT REAL :  
XX/XX/XX RTK OK  
LB5\_501\_CH018\_MR\_KUBDEL\_WITH\_  
WATCH



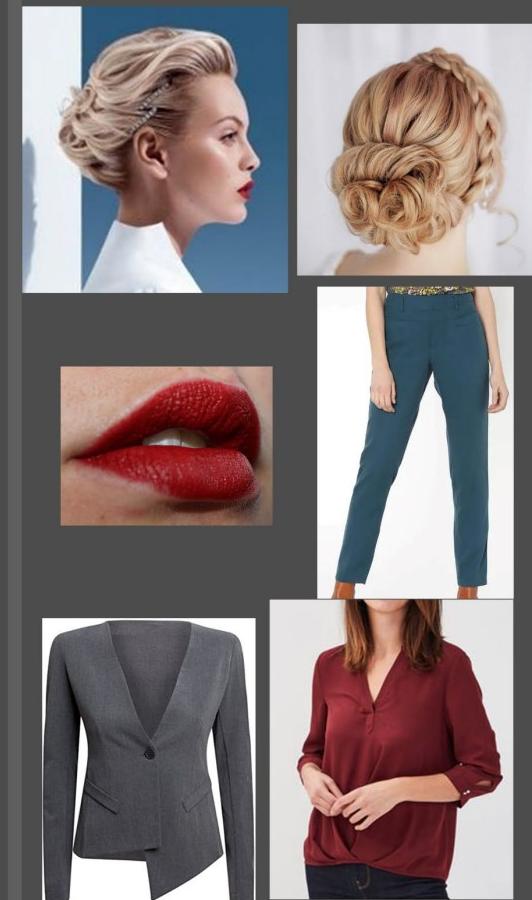
Storyboard View



Reuse models  
LB\_CH31\_Adrien\_Mother



Modify her hair style, make up and clothes colors.  
Remove dark circles around the eyes.



Shader



Storyboard View



Reuse models  
LB\_CH32\_Gabriel



02/12/20 STATUT REAL :  
XX/XX/XX RTK OK  
LB5\_501\_CH015\_GABRIEL\_AGRESTE\_  
YOUNGER



Remove wrinkles and glasses.  
Hair is dark



Shader



Storyboard View



Reused character  
LB1\_100\_CH021\_MISS\_BUSTIER

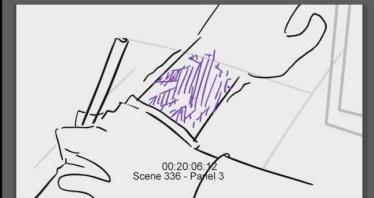


Reused model's shader

Reference photo



Relation Size



Storyboard View



Reuse models  
LB\_ch032\_gabriel

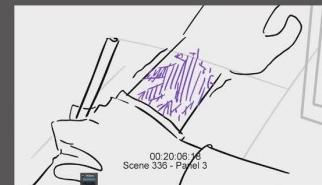


Replace the scar by the corresponding one according to the actual scene.  
The scar stay between each scenes. There is no scar evolution between each scenes.

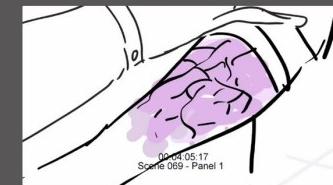
Episode 503 scene 202



Episode 503 scene 336



Episode 507 scene 336



Rig the sleeve



Shader

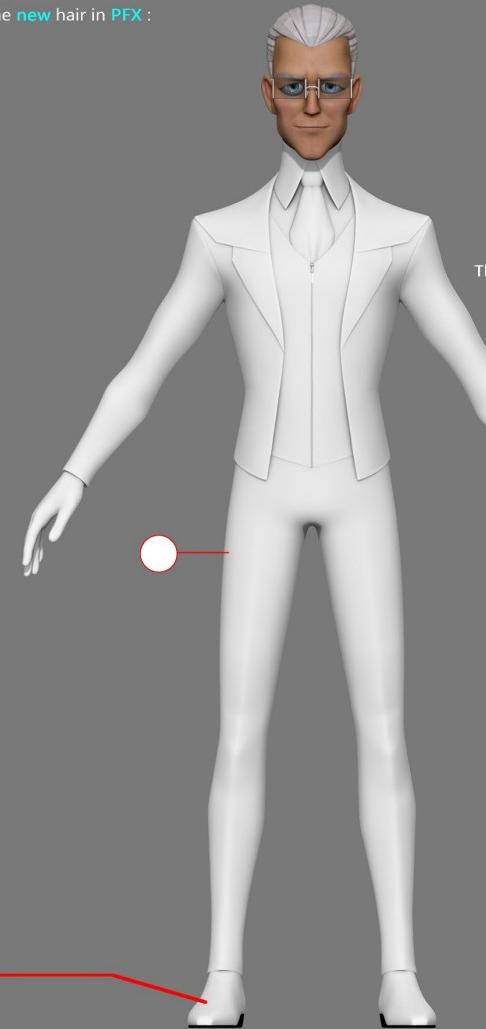


Reused model's size

Relation Size



Use the **facial and maps of Gabriel** and **desaturate a bit**, generate the **new hair in PFX** :

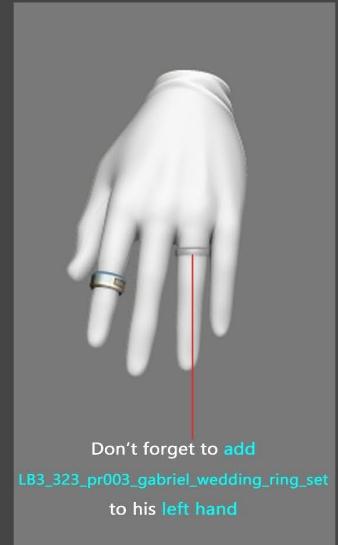


The **character** need to be able to roll up his **sleeves** to see the **marks** made by **cataclysm**.

Use the **same spec** for the **glasses's frame** :



#### Tsurugi's alliance



Use the **same type of fabric** for the **gloves**.



Use the **same texture** with the **same spec** for the **shoes** :



Realistic example of the global rendering type :

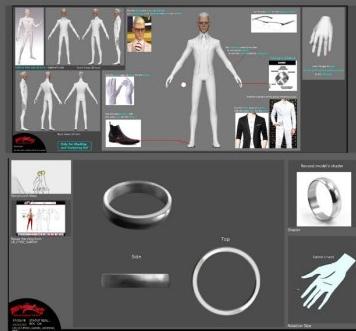


Use the **same type of texture** with the **same spec** for the **vest** :

**Only for Shading and Texturing Ref**



Storyboard View



Reuse Chara  
LB5\_500\_ch001\_gabriel\_new\_suit\_alliance  
LB3\_323\_pr003\_gabriel\_wedding\_ring  
LB5\_503\_pr008\_miraculous\_bee\_ring\_raw  
LB5\_503\_pr022\_miraculous\_pig\_ring  
LB5\_503\_pr033\_miraculous\_dragon\_ring  
LB5\_503\_pr034\_miraculous\_goat\_ring



LB5\_500\_ch001\_gabriel\_new\_suit\_alliance

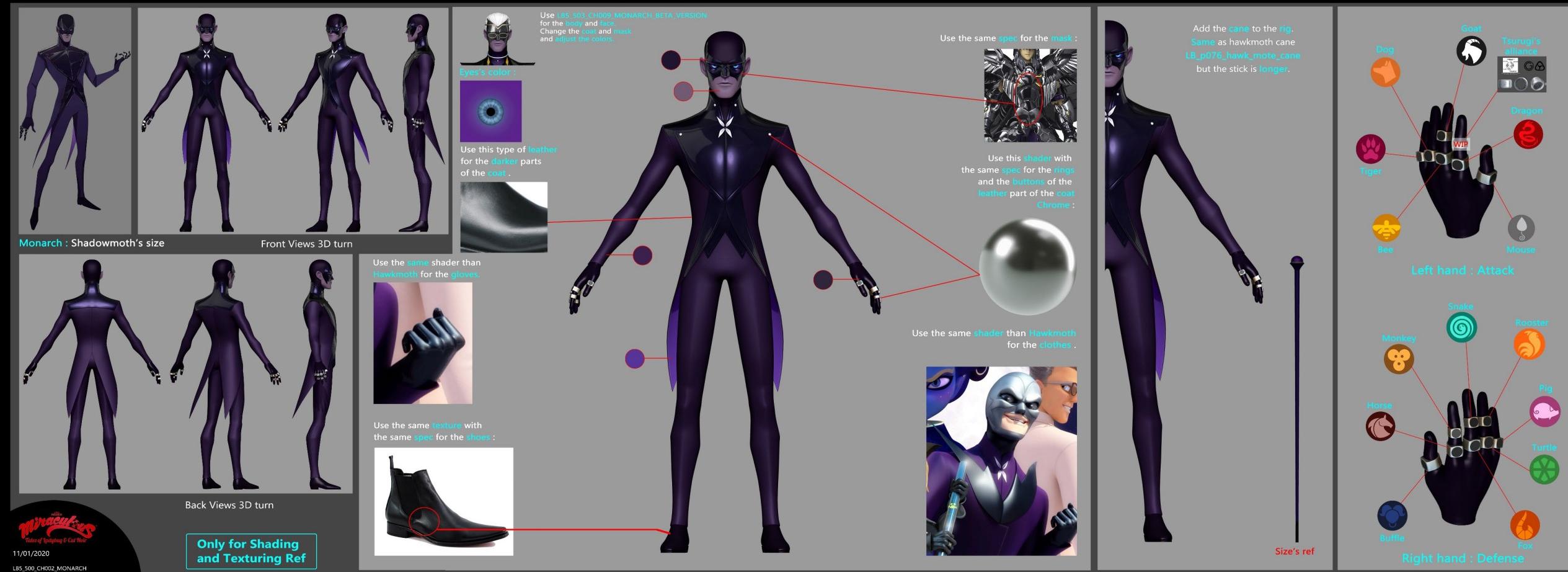
Without gloves  
with miraculous ring



**Miraculous**  
Tales of Ladybug & Cat Noir

10/05/21 STATUT REAL :  
XX/XX/XX RTK OK

LB5\_503\_CH011\_GABRIEL\_NEW\_SUIT\_MIRACULOUS\_RING\_WITHOUT\_GLOVES





Storyboard View



Reuse models  
LB1\_100\_ch028\_sabine

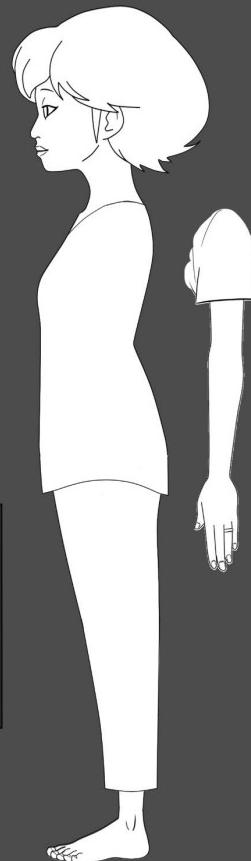


05/03/21 STATUT REAL :  
XX/XX/XX RTK OK  
LB5\_503\_CH007\_SABINE\_PYJAMA

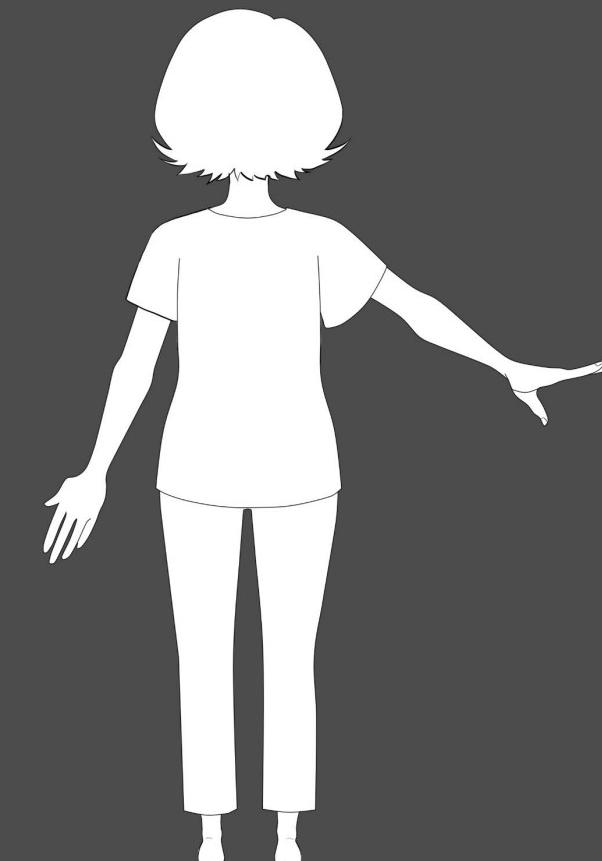
Front



Side



Back



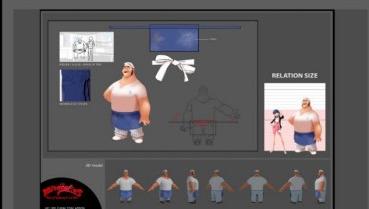
silk



Shader



Storyboard View



Reused model's shader

Shader

Reused model's size

Relation Size



Marinette's size

Front Views 3D turn



Back Views 3D turn



29/03/21

LB\_504\_CH001\_MARINETTE JOGGING

**Only for Shading  
and Texturing Ref**

Use Marinette's UV, map and facial rig.  
Same process for the PFX for the hair.



Reuse Alya's fanny pack and adjust the size, shape and colors.  
LB4\_414\_PR001\_ALYA\_FANNY\_PACK



Use the same type of fabric  
for the pants



Use the same type of material  
for the shoes but without the patterns.



STORYBOARD's VIEW :



Use the same roughness and spec  
for the headphones.



Use the same type of  
fabric for the shorts



Sole view :



She need to be able to  
take her headphones off





Socqueline : Marinette's size



Front Views 3D turn

Generate the new hair in PFX with the same process as Marinette :



Eyes's color :



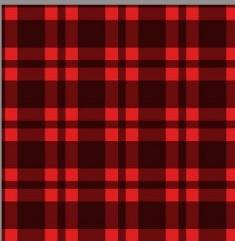
Use the **same** type of **fabric** for the **sweater** :



Back Views 3D turn



Use the **same** type of **fabric** for the **shirt's part** with this **pattern** :



Use the **same** **fabric** for the **clothes** parts of the **shoes** and use a **classic rubbery shader** for the **sole**.



Sole's view :



Use the **same** type of **fabric** for the **pants** :





Socqueline\_Disguised\_Ladybug : Socqueline's size

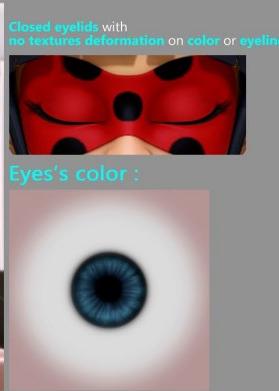
Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref

Generate the new hair in PFX with the same process as Marinette :



Eyes's color :



The earrings are like Marinette's earring when they are in camouflage mode like here :



Use the **same type of fabric**  
with the **same spec** and **roughness**  
for the **costume**



Use the same **yoyo** as ladybug's one  
with the same **shading**



Sole's view :



14/10/2020

LB5\_504\_CH004\_SOCQUELINE\_DISGUISED\_LADYBUG



The Darker Owl : The Dark Owl's size



Front Views 3D turn



Use LB2\_213\_CH001\_THE\_DARK\_OWL body.  
Change the head, the logo on the chest, the cape  
and the gadgets and adjust the colors and textures.



Use the same spec and  
leathery effect for the suit, like here :



Use the same spec for the cape  
and apply the same damaged leather texture  
for the black part of the cape .



Use the same shader for the orange part on the body ,  
Carbon Fiber Vtwill Weave :



Use the same spec and metallic effect  
for the logo on the torso and for the weapons



LB5\_504\_PR029\_DARKER\_OWL\_GUN  
Don't need a place on the character.  
He will take it out when he needs to  
like Dark Owl.



Sole's view :



Back Views 3D turn

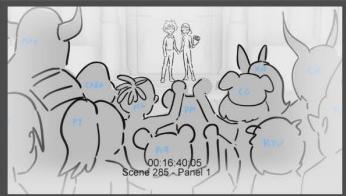


Only for Shading  
and Texturing Ref



20/10/2020

LB5\_504\_CH010\_THE\_DARKER\_OWL



Storyboard View



Reuse models  
LB4\_400\_ch016\_ladybug\_new\_suit



26/03/21 STATUT REAL :  
XX/XX/XX RTK OK

LB5\_504\_CH011\_LADYBUG\_WEDDING\_  
DRESS

Front



Side



Back



Same pattern and shader than  
LB4\_400\_ch016\_ladybug\_new\_suit



Polyester

Shader

Reused model's size

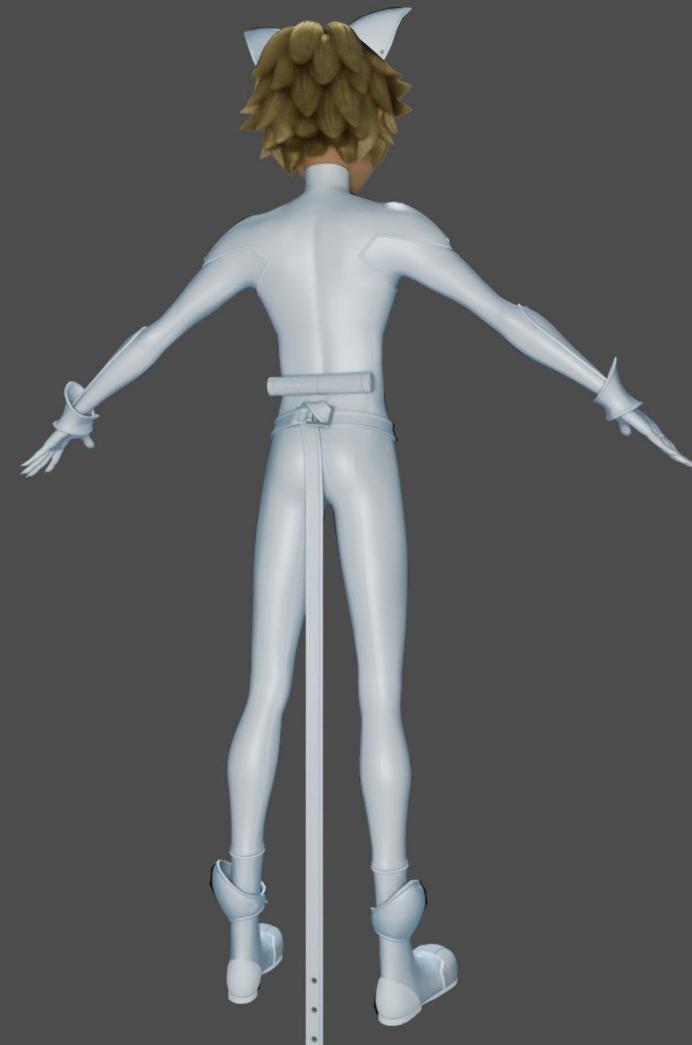
Relation Size



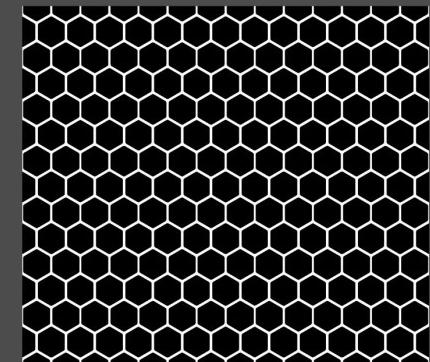
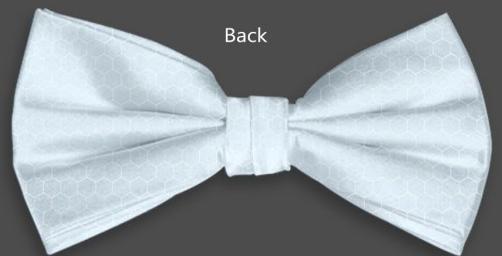
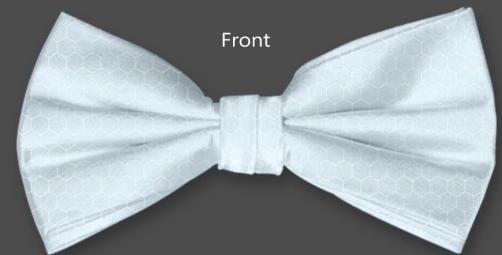
Storyboard View

Reuse models  
LB\_ch004\_cat\_noir  
LB3\_322\_ch001\_cat\_blank

LB3\_325\_PR025\_BOW\_TIE



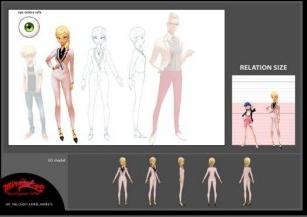
Same shader than the costume,  
With the same pattern



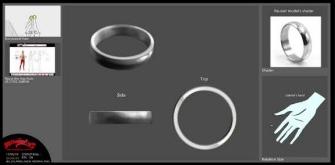
**Miraculous**  
Tales of Ladybug & Cat Noir

25/03/21 STATUT REAL :  
XX/XX/XX RTK OK

LB5\_504\_CH012\_CATNOIR\_WEDDING\_SUITE



Reuse character :  
[LB1\\_100\\_CH031\\_EMILIE\\_AGRESTE](#)



Reused model :  
[LB3\\_323\\_pr004\\_emilie\\_wedding\\_ring](#)

**Miraculous™**  
Tales of Ladybug & Cat Noir

14/09/21 STATUT REAL :  
RTK OK

LB5\_504\_CH025\_EMILIE\_WHITE\_SUIT





Manipula

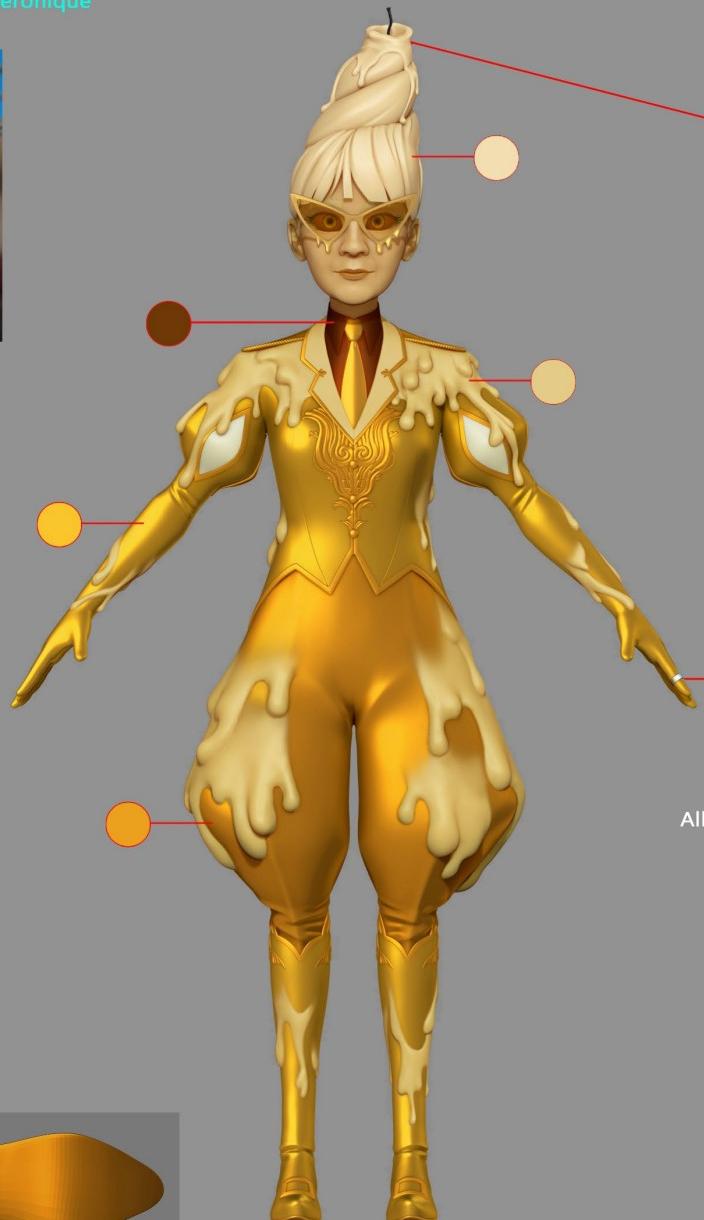
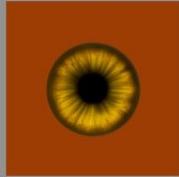


Front Views 3D turn

Use the **facial and maps** of Veronique and change the **colors**.



Eyes's color :



Give the same **SSS** effect for the **candle part** of the **hair**

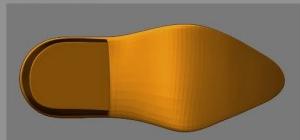


Back Views 3D turn

Use this type of **gold** with the same **roughness** for all the **gold** elements of the **character**.



Sole's view :



LB5\_502\_PR022\_ALLIANCE



All the **parts** of the **character** that are **not gold** must look like a **wax statue** like here :





Reusable character  
LB5\_500\_CH001\_GABRIEL\_NEW\_  
SUIT\_ALLIANCE



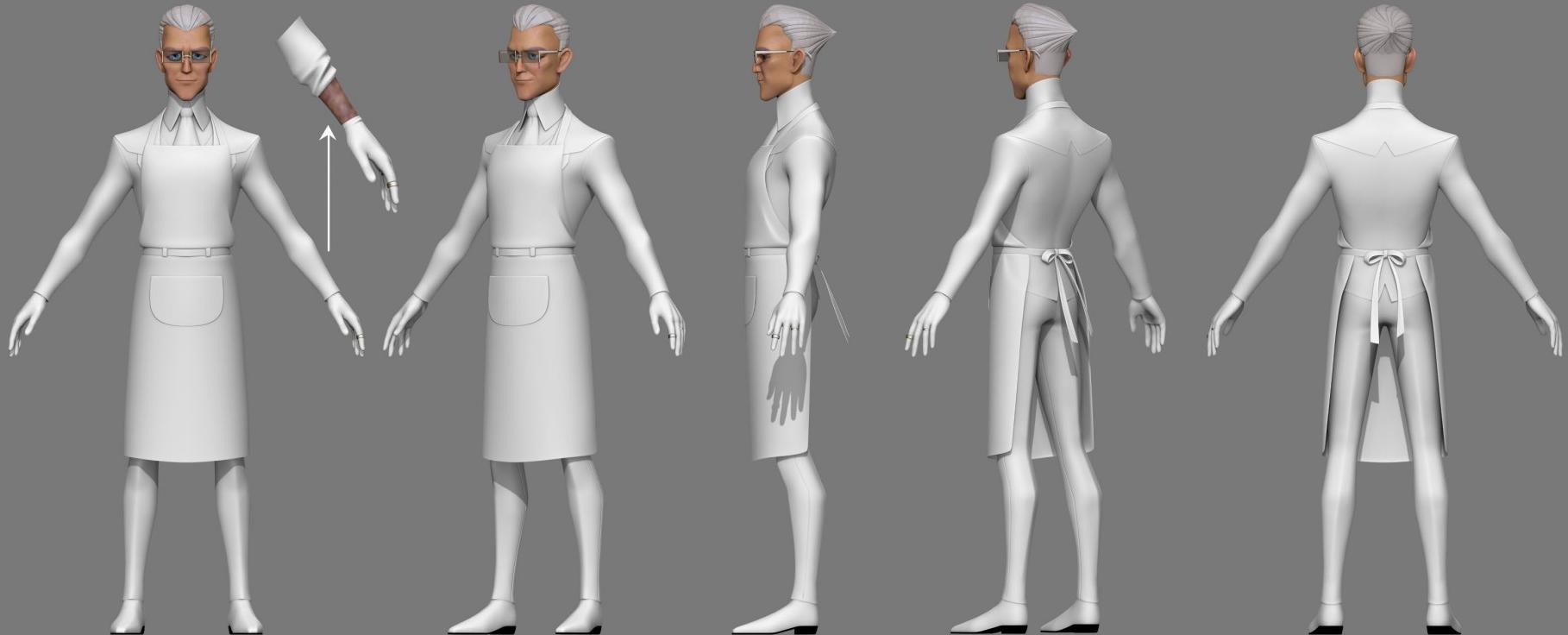
Storyboard View

**Miraculous**  
*Tales of Ladybug & Cat Noir*

20/04/21 STATUT REAL :  
RTK OK

LB5\_500\_CH001\_GABRIEL\_NEW\_SUIT\_  
ARM\_CATACLYSMED\_APron\_PHASE\_01

The **character** need to be able  
to roll up his **sleeves** to see  
the **marks** made by the **cataclysm**.



Realistic reference  
for textures







Safari : Nathalie's size

Front Views 3D turn



Back Views 3D turn

Use the same type of fabric for the vest and the short .



Use the same leather for the boots .



Sole view :



Only for Shading and Texturing Ref

Use Nathalie's Uvs, Map and rigg facial, change the color and use the same PFX process on this new hair :  
LB\_ch016\_nathaniel



Use the same spec for the black part of the tracker



Eyes's color :



Add her crossbow to the rig



LB5\_507\_PR008\_SAFARI\_CROSSBOW





Boubi

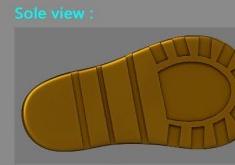
Front Views 3D turn



Back Views 3D turn



Use this type of gold  
for all the gold parts .



Sole view :



Use the same type of fabric  
for the socks.



Use PFX process for his beard :



Teeth view :



Eyes's color :



Use the same type of fabric  
for the shirt.



right hand 4 alliance  
left hand 1 alliance



Alliance reference  
LBS\_500\_PR022\_ALLIANCE

Use the same type of fabric  
for the pants.



Only for Shading  
and Texturing Ref

**Miraculous**  
Tales of Ladybug & Cat Noir

21/05/21

LBS\_510\_CH002\_BOUBI



Boubi



Front Views 3D turn



Back Views 3D turn

Use this type of gold  
for all the gold parts .



Sole view :



Use PFX process for his beard :



Teeth view :



Eyes's color :



Use the same type of leather



Use the same type of fabric  
for the shirt.



right hand 4 alliance  
left hand 1 alliance



Alliance reference  
LB5\_500\_PR022\_ALLIANCE

Use the same type of fabric  
for the pants.



Only for Shading  
and Texturing Ref



Boubi



Front Views 3D turn



Back Views 3D turn

Use this type of gold  
for all the gold parts .



Sole view :



Use PFX process for his beard :



Teeth view :



Eyes's color :



Use the same  
type of leather



Use the same type of fabric  
for the shirt.



Reuse gloves from :  
LB5\_502\_ch010\_nora\_boxing\_gloves\_headgear  
and adjust them



Use the same type of fabric  
for the pants.



Use the same type of fabric  
for the socks.



Use the same type of plastic  
with the same spec but in gold .



Only for Shading  
and Texturing Ref



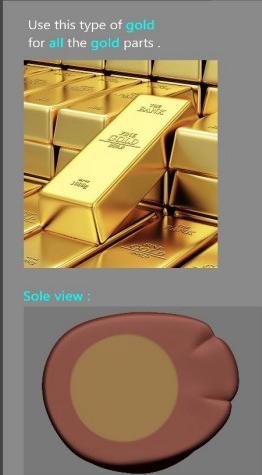
Bibou



Front Views 3D turn



Back Views 3D turn



Only for Shading  
and Texturing Ref



Forearm's inside view : Arm's inside view : classic glasses shader

He need to be able  
to open his mouth

Use the same  
type of leather

Use the same  
type of fabric  
for the shirt.



Alliance reference  
LB5\_500\_R022\_ALLIANCE

Use the same type of fabric  
for the pants.



21/05/21

LB5\_510\_CH001\_BIBOU



Reuse character

LB5\_510\_CH015\_BIBOU\_MINI\_PAINT



Storyboard View

**Miraculous™**  
*Tales of Ladybug & Cat Noir*

21/05/21 STATUT REAL :  
RTK OK

LB5\_510\_CH016\_BIBOU\_MINI\_PAINT\_NO\_HELMET





Boubi



Front Views 3D turn



Back Views 3D turn



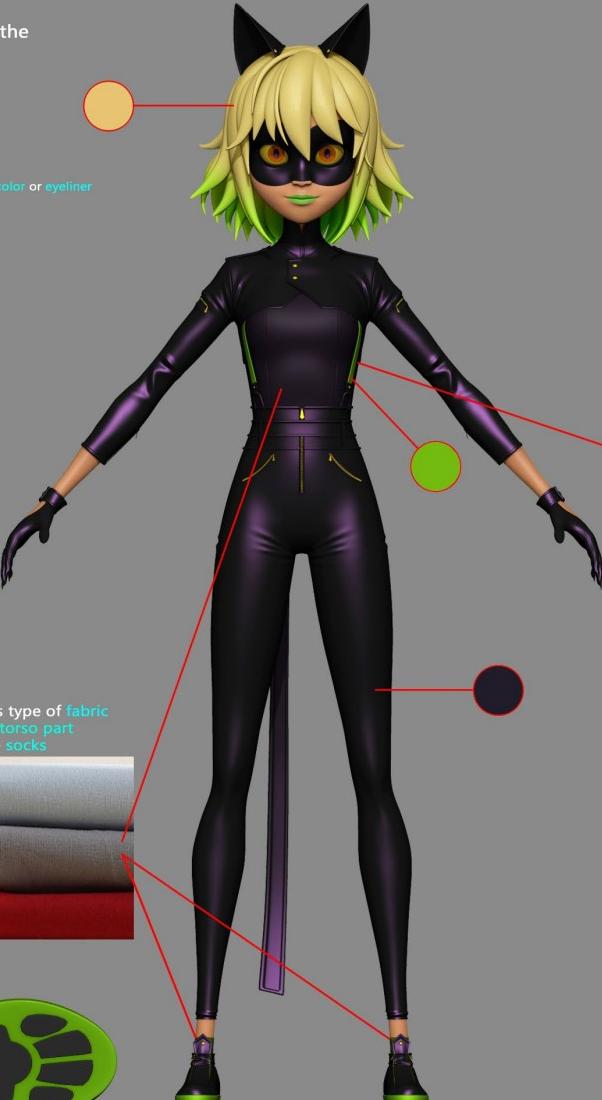
03/06/21

LB5\_510\_CH009\_KITTY\_NOIRE

Only for Shading  
and Texturing Ref

Use **Zoe UV map** and **facial rig**. Change the **color of the lips** and add **black around the eyes**.  
Use the same process for **PFX hair** than **Zoe** for the **new hair**. Make a **green gradient** for the **back** of the **hair**.

**LB4\_400\_ch002\_zoe**



Use the same type of **leather** than **Cat noir** for the **clothes**.  
Change the **color of the spec** to be **purple**



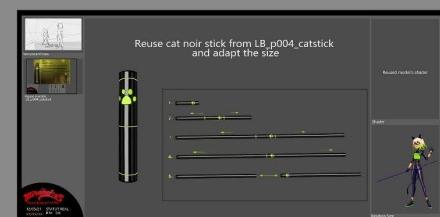
Use the same type of **fabric** for the **suspenders**.  
The attach are in **leather**.



**Reuse model :**  
**LB5\_511\_PR028\_CAT\_MIRACULOUS\_CAMOUFLAGE\_ZOE**  
**In charged mode .**



**LB5\_510\_PR007\_KITTY\_NOIR\_STICK**



**Realistic reference  
for the socks :**



Use this type of **fabric** for the **torso part** and the **socks**

**Sole view :**



Use the same type of **gold** for the **zips** and the **buttons**.

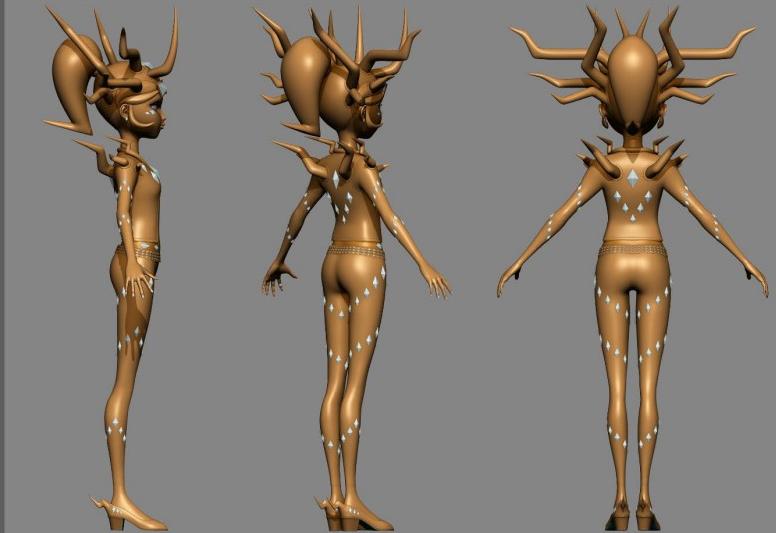




Sole Destroyer : Chloe's Size



Front Views 3D turn



Back Views 3D turn

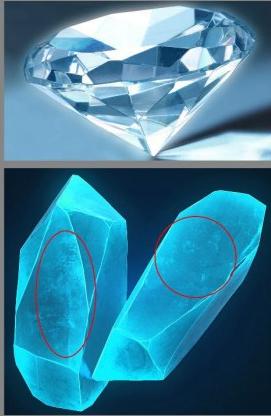
Only for Shading  
and Texturing Ref



LB5\_511\_CH001\_SOLE\_DESTROYER

## Shader / Texture

The suit is covered by **little diamonds** with **this type of shading** and details :



For the rest of the **All Suit and hair** :  
**Shiny Gold shading** with **specular asperities**, same shading than "**Queen Style**"

MIRACULOUS\_LB218\_Style Queen



Stochastic flakes Shading + Color



Concept Ref

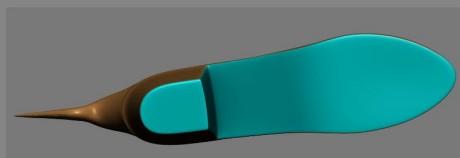


Here an example of a beautiful **shade of intense black** to have in the **golden shader**



LB5\_500\_PR001\_ALLIANCE

Sole's view :



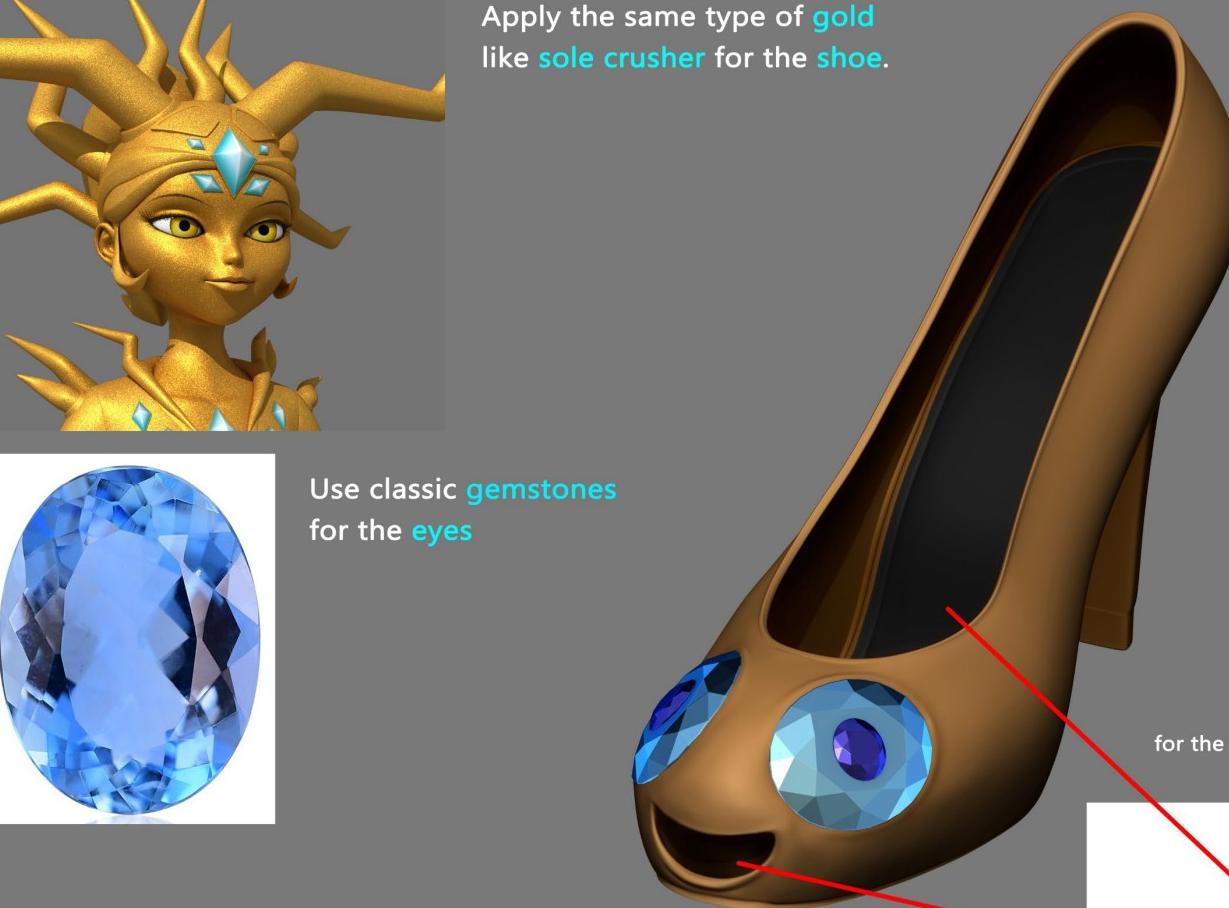


**Miraculous**  
Tales of Ladybug & Cat Noir

26/05/21 STATUT REAL :  
RTK OK  
LB5\_511\_CH005\_HEEL



Apply the same type of gold like sole crusher for the shoe.



Use classic gemstones for the eyes



Use the same type of leather for the interior of the mouth, interior of the shoe and the sole.

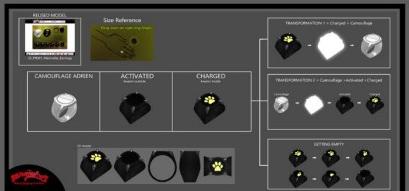


Reuse character

LB5\_511\_CH012\_MONARCH\_WITH\_LADYBUG\_MIRACULOUS



Storyboard View



Reuse model

LB\_p002\_ring

LB\_p001\_ear\_ring



24/05/21 STATUT REAL :  
RTK OK

LB5\_511\_CH006\_MONARCH\_WITH\_LADYBUG\_  
AND\_CAT\_MIRACULOUS

Replace turtle ring by cat miraculous :  
activated mode



Ladybug miraculous :  
activated mode







Front Views 3D turn



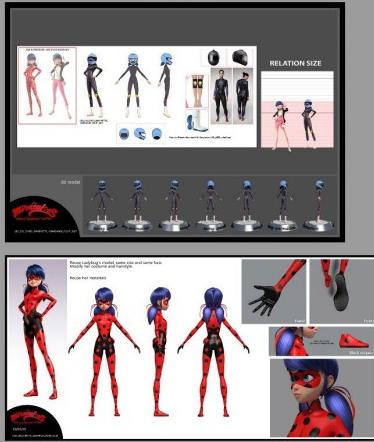
Back Views 3D turn

**Miraculous**  
Tales of Ladybug & Cat Noir

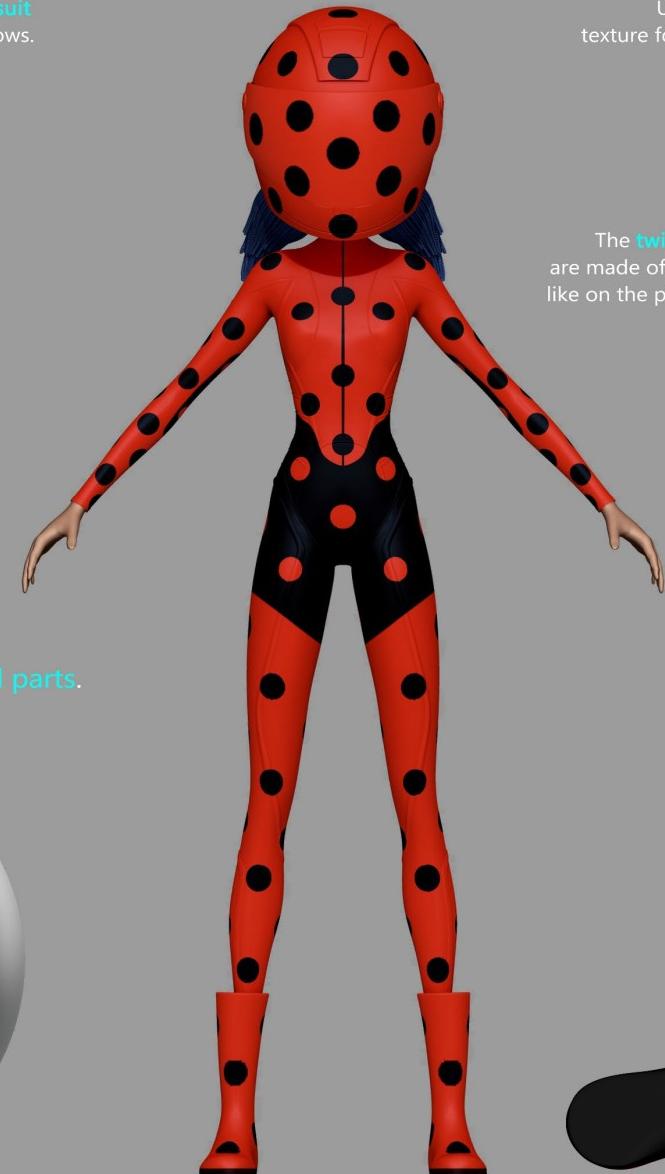
27/05/2021

LB5\_511\_CH007\_MARINETTE\_DISGUISED

Reuse  
lb5\_315\_ch002\_marinette\_hOMEMADE\_fight\_suit  
without protection gear on the knees and elbows.  
Paint it like ladybug new suit.



Same type of spec and roughness  
for the suit and the helmet painted parts.



Use classic polyester  
texture for the hair's ribbon.



The twintails  
are made of wool  
like on the picture



Give a slight brush stroke effect  
to the texture to show it is hand painted



Only for Shading  
and Texturing Ref



08/06/2021

LB5\_512\_CH001\_RYUKOMORI



Size's ref

Only for Shading  
and Texturing Ref



13/07/2021

LB5\_512\_CH003\_RYUKOMORI\_ANGRY



Size's ref



Reusable character  
LB5\_510\_CH003\_MISS\_BUSTIER\_  
PREGNANT\_ALLIANCE

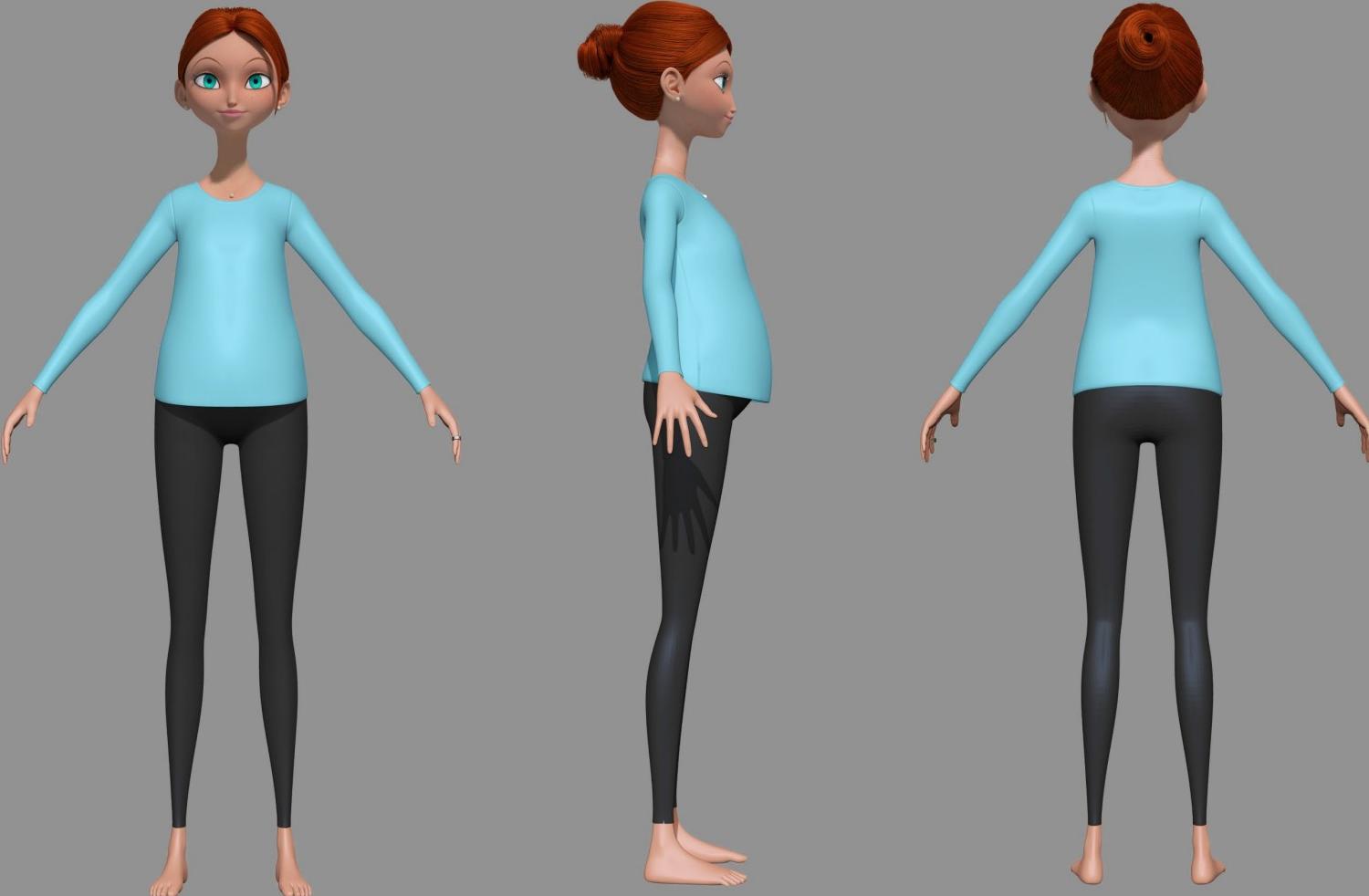


Storyboard View

**Miraculous™**  
Tales of Ladybug & Cat Noir

15/07/21 STATUT REAL :  
RTK OK

LB5\_512\_CH004\_MISS\_BUSTIER\_  
PREGNANT\_YOGA\_ALLIANCE



Realistic reference  
for the **shirt** and **pants** :





Only for Shading  
and Texturing Ref



Use LBS\_513\_CH005\_BOB\_ROTH\_ALLIANCE  
Face and hands with textures. Use the same  
PFX process for the mustache .



Realistic reference for the tuba :



Realistic reference for the glasses :



Same type of plastic/rubber for the palms



Sole view :



Same type of fabric  
for the bottle support on his back :



Realistic reference for the floaties :



Realistic reference  
for the diving suit :



Glasses on:  
Realistic reference  
for the oxygen bottle :



Use the same type of  
plastic for the clips and the  
same type of fabric for the belt.



Gold\_Recors : Bob Roth's size

Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref



Use LB5\_513\_CH005\_BOB\_ROTH\_ALLIANCE  
and change the shirt, pants.

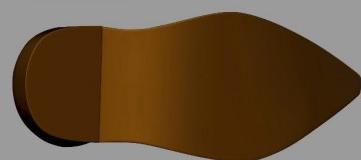
Use the same PFX process for the hair  
and the mustache



The inside of the mouth  
need to be in gold .



LB5\_513\_PR008\_GOLD\_RECORD\_DISC



Sole view :



12/07/2020

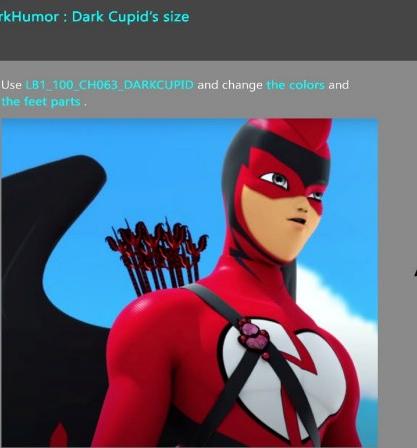
LB5\_513\_CH001\_GOLD\_RECORD



Front Views 3D turn



Back Views 3D turn

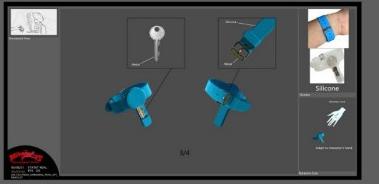


Only for Shading  
and Texturing Ref

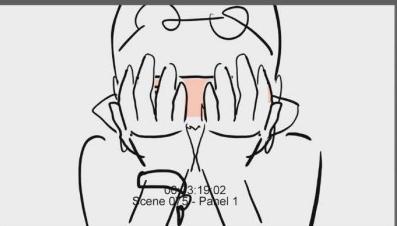




Reused character  
LB4\_400\_CH018\_MARINETTE\_SWIMSUIT



Reused model  
LB5\_514\_PR002\_SWIMMING\_POOL\_KEY\_BRACELET

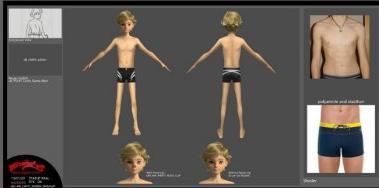


Storyboard view

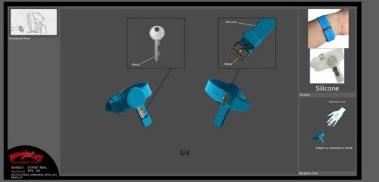
**Miraculous**  
Tales of Ladybug & Cat Noir

05/08/21 STATUT REAL :  
RTK OK  
LB5\_514\_CH004\_MARINETTE\_SWIMSUIT\_  
BRACELET

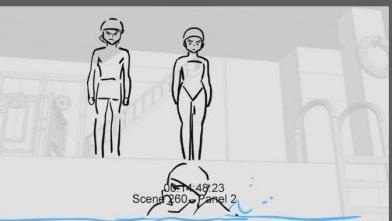




Reused character  
LB4\_400\_ch017\_adrien\_swimsuit



Reused model  
LB5\_514\_PR002\_SWIMMING\_POOL\_  
KEY\_BRACELET



Storyboard view

**Miraculous™**  
*Tales of Ladybug & Cat Noir*

05/08/21      STATUT REAL :  
RTK OK  
LB5\_514\_CH005\_ADRIEN\_SWIMSUIT\_CAP\_  
AND\_BRACELET

Remove the nose clip  
from LB4\_400\_ch017\_adrien\_swimsuit





Reused character

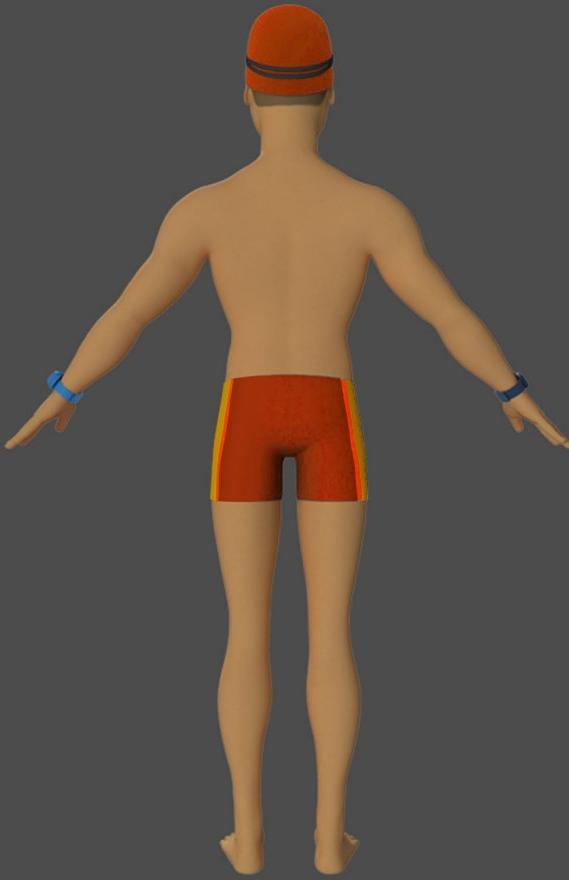
LB2\_200\_CH021\_KIM\_SWIM\_SUIT

**Miraculous**  
Tales of Ladybug & Cat Noir

04/08/21 STATUT REAL :  
RTK OK

LB5\_514\_CH007\_KIM\_SWIMSUIT\_YOUNGER

Change the color of the clothes .





Reused character

LB2\_200\_ch020\_ondine

Change the color of the clothes .



**Miraculous**  
Tales of Ladybug & Cat Noir

03/08/21 STATUT REAL :  
RTK OK

LB5\_514.CH008.ONDINE\_YOUNGER



Reused character

LB5\_514\_CH022\_MARINETTE\_SWIMSUIT\_  
YOUNGER



Storyboard view



**miraculous**  
Tales of Ladybug & Cat Noir

09/08/21     STATUT REAL :  
RTK OK  
LB5\_514\_CH009\_MARINETTE\_SWIMSUIT\_  
YOUNGER\_NO\_CAP



Reused character

LB\_ch030\_marinette\_casual



LB3\_300\_ch025\_marinette\_  
hair\_detached



04/08/21 STATUT REAL :

RTK OK

LB5\_514\_CH010\_MARINETTE\_  
PYJAMA\_YOUNGER

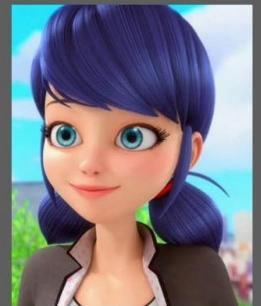
Back view :





Reused character

LB\_ch002\_marinette



Change the hair  
and use the same PFX process  
for the new hair



02/08/21 STATUT REAL :  
RTK OK

LB5\_S14\_CH012\_MARINETTE\_YOUNGER

Change the color of the pants .





Reused character

LB\_ch028\_sabine

Change the color of the clothes .



03/08/21 STATUT REAL :  
RTK OK

LB5\_514.CH013.SABINE\_YOUNGER



Reused character

LB\_ch010\_sabrina

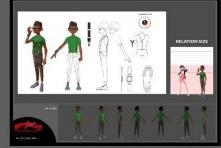
Change the color of the clothes .



**Miraculous**  
Tales of Ladybug & Cat Noir

03/08/21 STATUT REAL :  
RTK OK

LB5\_514\_CH014\_SABRINA\_YOUNGER



Reused character  
LB\_ch012\_max

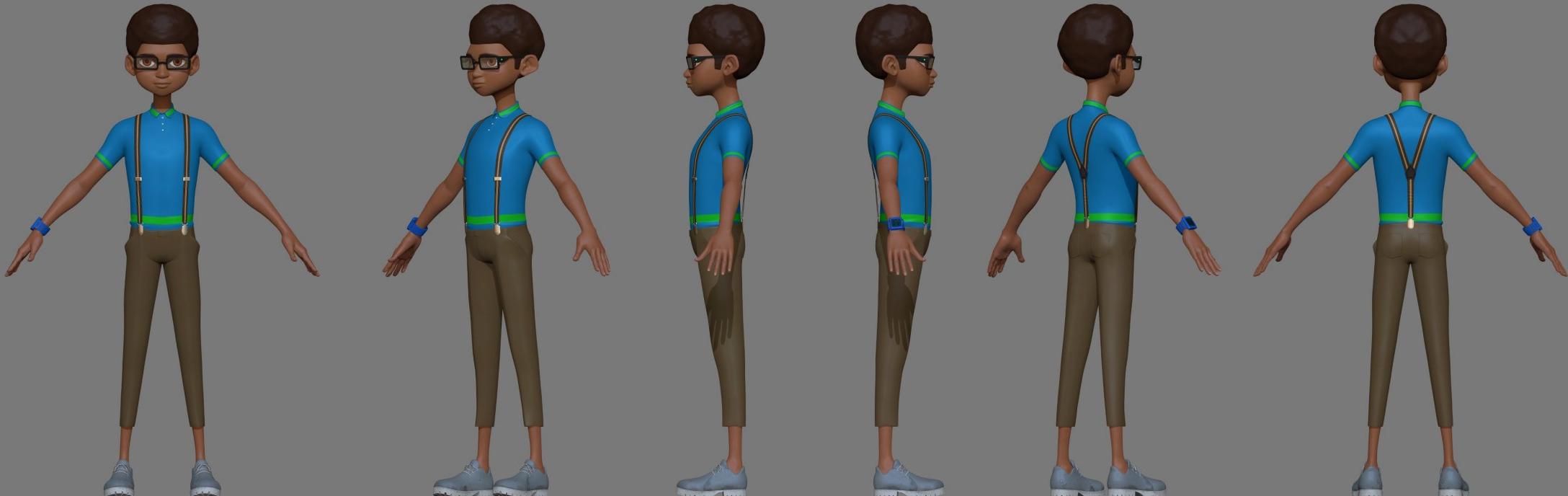


Change the hair  
and use the same PFX process  
for the new hair



04/08/21 STATUT REAL :  
RTK OK  
LB5\_514\_CH015\_MAX\_YOUNGER

Change the color of the clothes  
and adjust the lenght of the pants





Reused character

LB\_ch013\_kim

Change the color of the clothes .





Reused character

LB\_ch016\_nathaniel

Change the color of the clothes .



**Miraculous™**  
Tales of Ladybug & Cat Noir

03/08/21 STATUT REAL :  
RTK OK

LB5\_514\_CH017\_NATHANIEL\_YOUNGER



Reused character  
LB\_ch014\_rose



Change the [hair](#)  
and use the same [PFX](#) process  
for the [new hair](#)



02/08/21 STATUT REAL :  
RTK OK  
LBS\_514\_CH018\_ROSE\_YOUNGER





Reused character

LB\_ch017\_mylene

Change the color of the clothes .



**Miraculous**  
Tales of Ladybug & Cat Noir

03/08/21 STATUT REAL :  
RTK OK

LB5\_514\_CH020\_MYLENE\_YOUNGER



Reused character

LB5\_504\_CH016\_SOCQUELINE

Change the color of the clothes .



**Miraculous™**  
Tales of Ladybug & Cat Noir

04/08/21 STATUT REAL :  
RTK OK

LB5\_514\_CH021\_SOCQUELINE\_YOUNGER

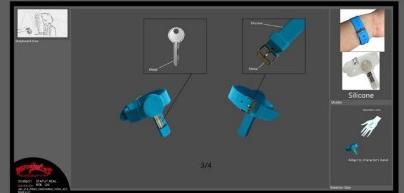


Reused character

LB4\_400\_CH018\_MARINETTE\_SWIMSUIT



Storyboard view



Reused model :

LB5\_514\_PR002\_SWIMMING\_POOL\_KEY\_BRACELET

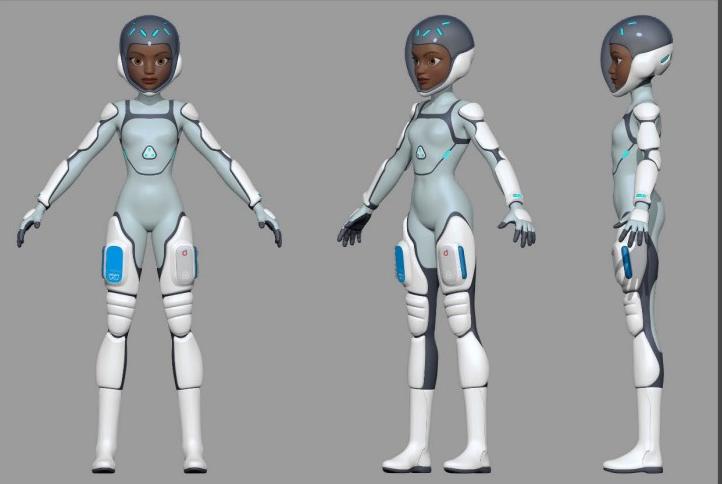
**Miraculous**  
Tales of Ladybug & Cat Noir

06/08/21 STATUT REAL :  
RTK OK

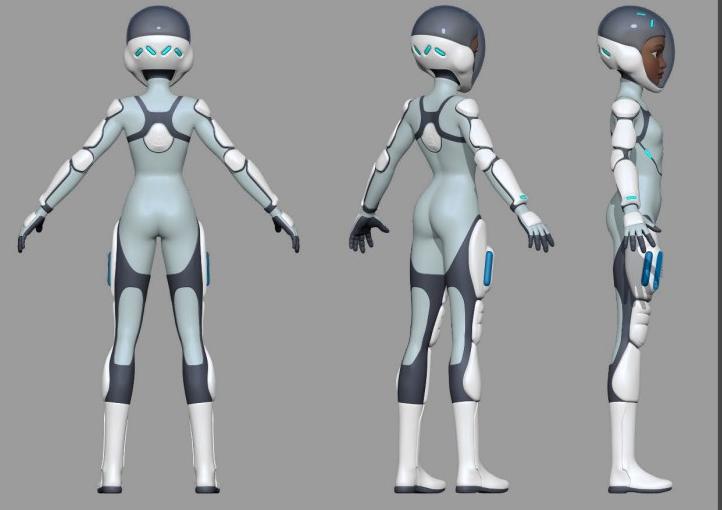
LB5\_514\_CH022\_MARINETTE\_SWIMSUIT\_  
YOUNGER

Change the back of the hair  
and the colors of the swimsuit.





Front Views 3D turn



Back Views 3D turn

**Miraculous**  
Tales of Ladybug & Cat Noir

12/10/2021

Reuse the facial's blendshape and maps  
of **lb3\_300\_ch007\_claudie**  
Make a new rig for the body



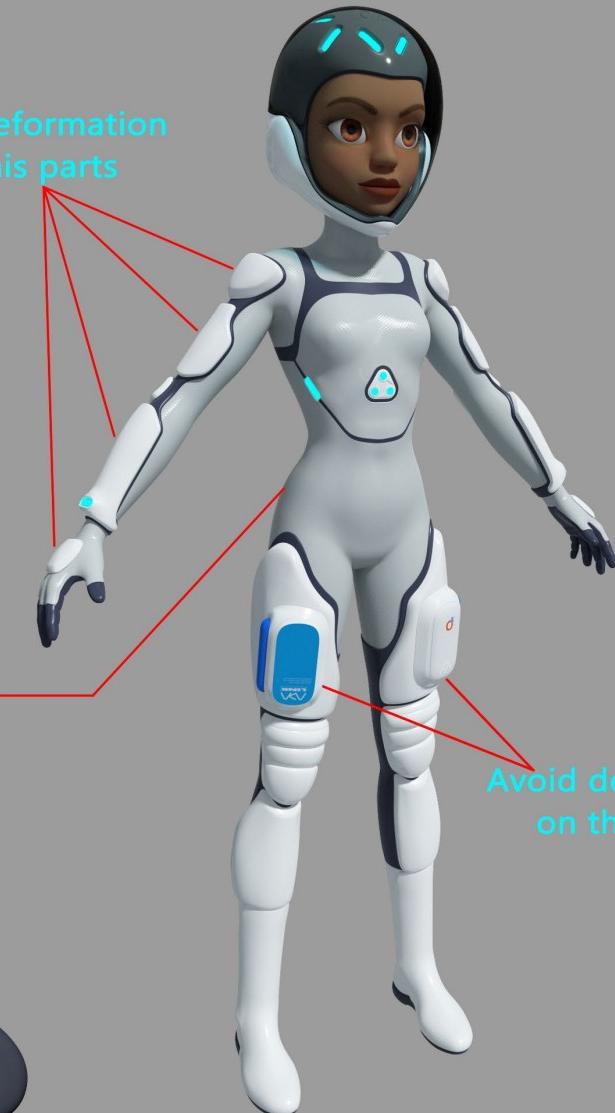
Apply the **same** type of **fabric** texture  
on the **suit**.



Sole's view :



Avoid deformation  
on this parts



Avoid deformation  
on this parts

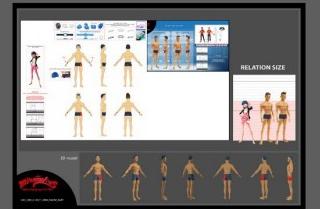
Reuse **lb3\_300\_ch007\_claudie PFX**  
Without helmet



LB5\_515\_CH003\_CLAUDIE\_KANTE\_ALLIANCE\_SPACE\_SUIT



Reuse character  
LB5\_507\_ch009\_kim\_alliance



Reuse character  
LB2\_200\_ch021\_kim\_swim



Reuse the **top part** of  
LB5\_507\_ch009\_kim\_alliance



Reuse the **bottom part** of  
LB2\_200\_ch021\_kim\_swim



20/09/21 STATUT REAL :  
RTK OK  
LB5\_515\_CH023\_KIM\_ALLIANCE\_  
CLOTHES\_SWIM\_SUI



Riposte Prime : Riposte's size

Front Views 3D turn



Back Views 3D turn

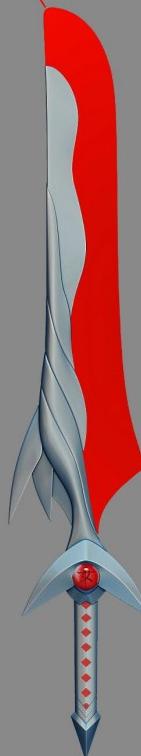
Only for Shading  
and Texturing Ref



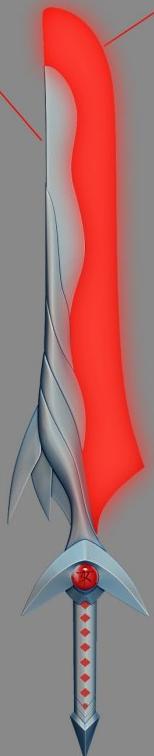
26/08/21

LB5\_516\_CH001\_RIPOSTE\_PRIME

Without Glow effect

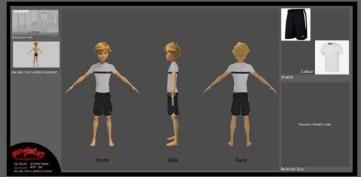


The sword has the same  
shaders than her .



The blade part  
is a laser





Reusable character

LB4\_400\_ch014\_adrien\_pyjama

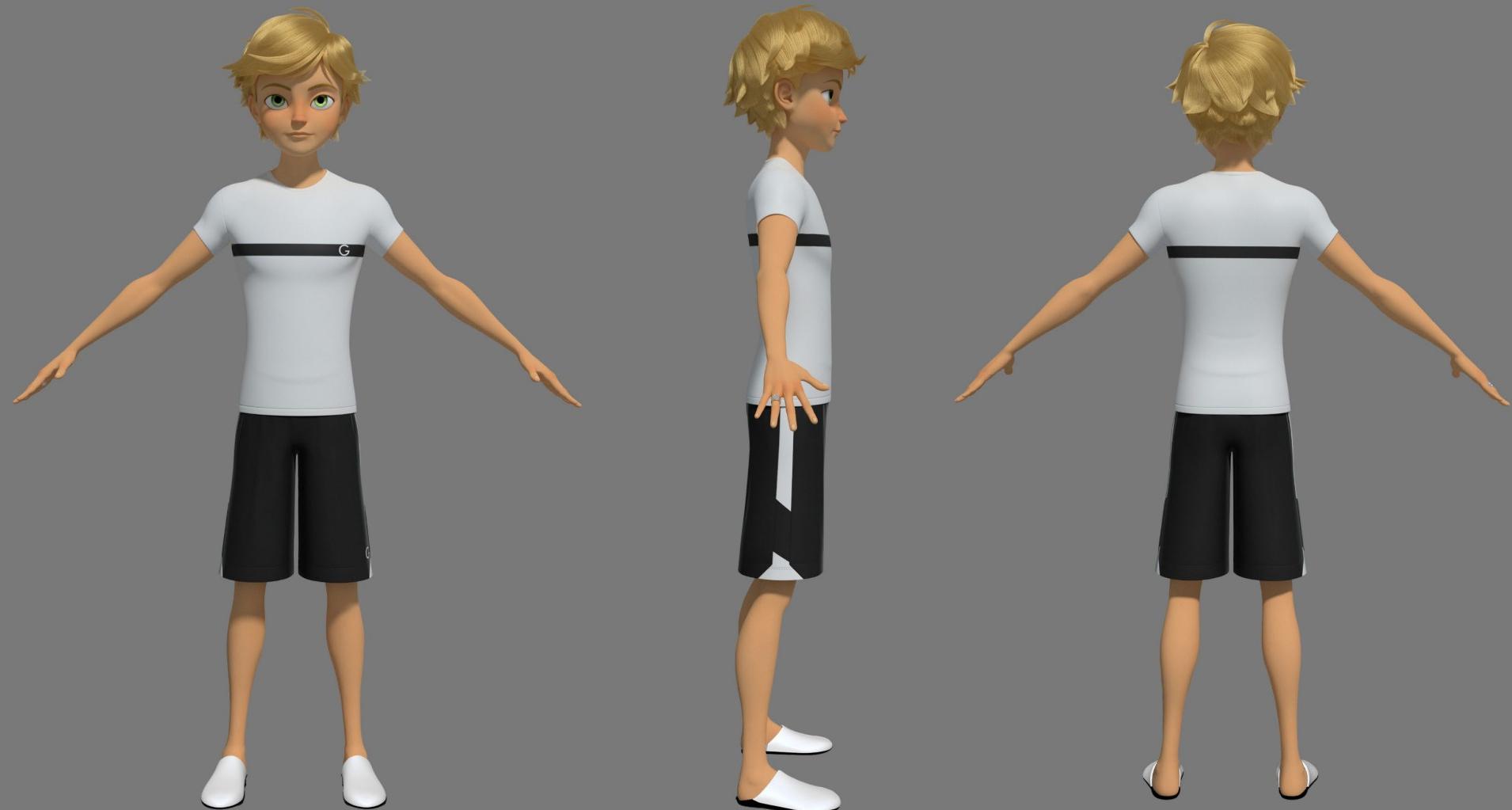


Reuse model

lb2\_223\_pr008\_marinette\_slippers

Adjust the size and shape.

Change the color



**miraculous**  
Tales of Ladybug & Cat Noir

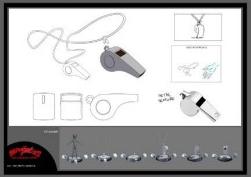
02/11/21 STATUT REAL :  
RTK OK

LB5\_516\_CH002\_ADRIEN\_PYJAMA\_SLIPPERS



Reuse character

LB5\_507\_CH004\_SABRINA\_ALLIANCE  
Change the colors to make her purple like  
in episode 124\_Antibug



Model reuse

LB\_P265\_Roger\_Whistle  
Adjust the rope and  
change its color to purple

**Miraculous**  
*Tales of Ladybug & Cat Noir*

27/10/21 STATUT REAL :  
RTK OK

LBS\_517\_CH001\_INVISIBLE



When she is invisible

Violet version

Put the character at 40 % opacity  
in compositing



Transparent version

Optical distortion like in  
the ANTIBUG episode





Front Views 3D turn



Back Views 3D turn



Use the same **hair** and **PFX**  
than **LBS\_514\_ch012\_marinette\_younger**  
Change the color of the ribbon to white



Use the same type of **fabric**  
for the **dress**.



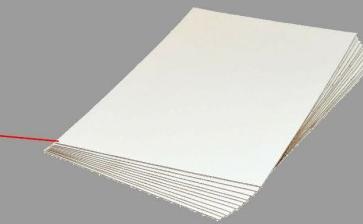
Apply the same **glitter effect** on the **dress**



Sole's view :



Use **carboard shader** for the **mask**



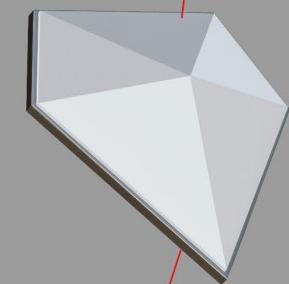
Use **paper shader** for the **flowers**



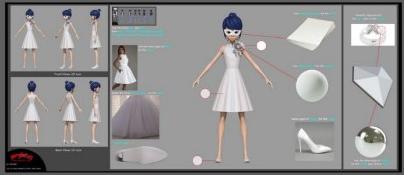
Same type of **shader** for the **heels**



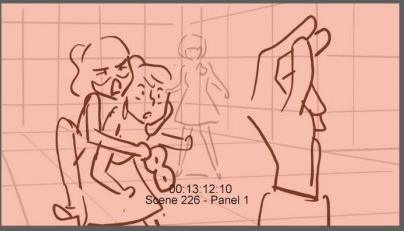
Realistic reference for  
the **gem** part of the **brooch**



Use the same type of **metal**  
for the **metal** part of the **brooch**



Reusable character  
LB5\_518\_CH002\_MARINETTE\_PARTY\_  
DRESS\_MASK



Storyboard view

**Miraculous**  
Tales of Ladybug & Cat Noir  
01/10/21 STATUT REAL :  
RTK OK  
LB5\_518\_CH015\_MARINETTE\_PARTY\_DRESS



Remove mask



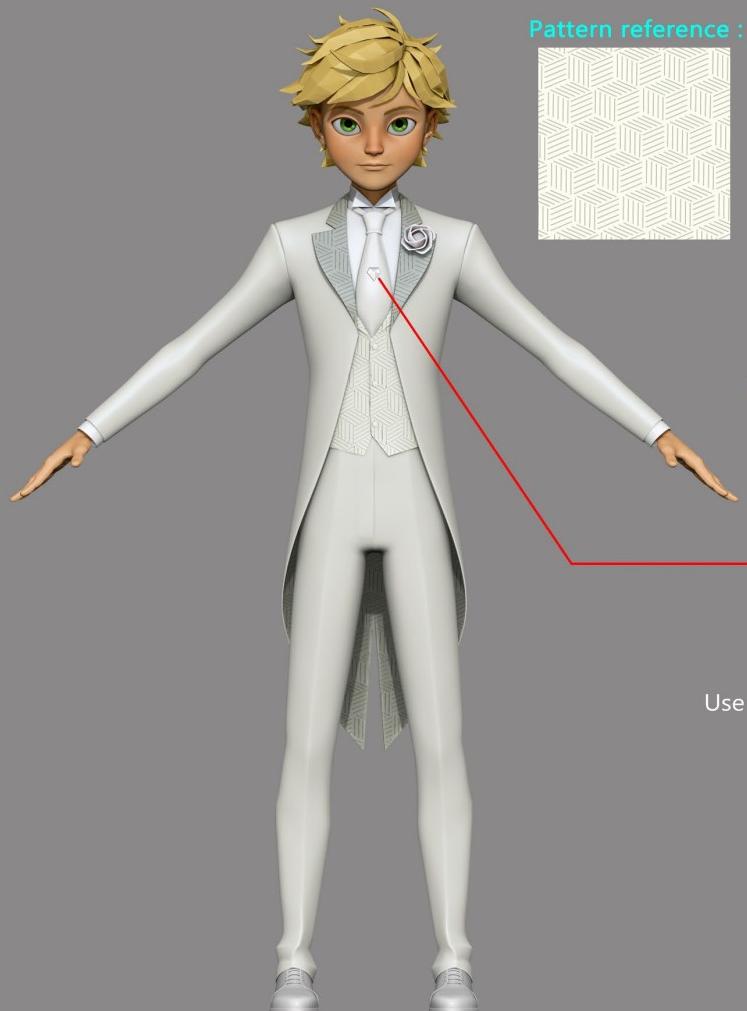
Front Views 3D turn



Back Views 3D turn

**Only for Shading  
and Texturing Ref**

Reuse Adrien's PFX and facial maps



Pattern reference :



Use a paper shader for the flower



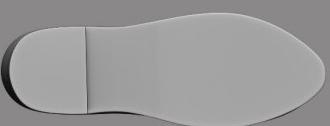
Reuse the brooch from  
LB5\_518\_CH002\_MARINETTE\_PARTY\_DRESS\_MASK  
and adjust the size



Use the same type of fabric for the clothes



Sole view :



Use the same type of leather for the shoes



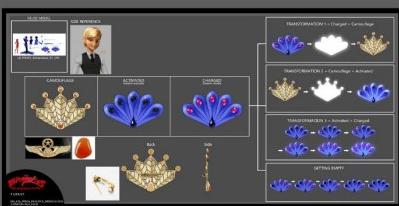


Reused character

LB5\_518\_CH008\_ADRIEN\_PARTY\_DRESS\_PEACOCK\_MIRACULOUS



Storyboard view



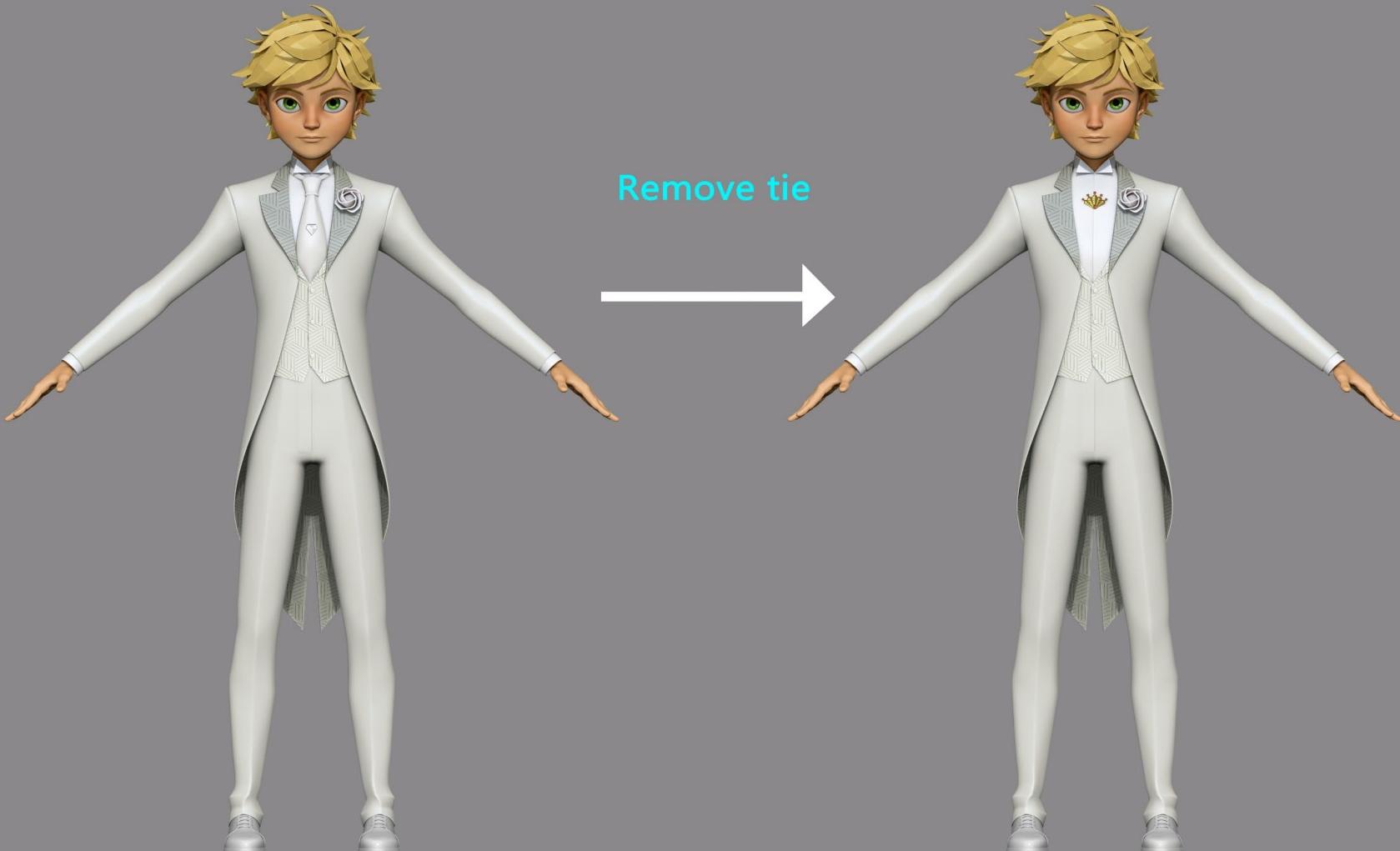
Reuse model

LB4\_426\_pr026\_peacock\_miraculous\_camo\_felix

**Miraculous**  
Tales of Ladybug & Cat Noir

14/10/21 STATUT REAL :  
RTK OK

LB5\_518\_CH016\_ADRIEN\_PARTY\_DRESS\_PEACOCK\_MIRACULOUS\_NO\_TIE





Reused character

LB5\_518\_CH016\_ADRIEN\_PARTY\_  
DRESS\_PEACOCK\_MIRACULOUS\_NO\_TIE

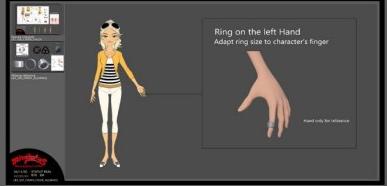
Change Adrien's hair with Felix's hair



**Miraculous**  
Tales of Ladybug & Cat Noir

15/10/21 STATUT REAL :  
RTK OK

LB5\_518\_CH018\_FELIX\_PARTY\_DRESS\_  
PEACOCK\_MIRACULOUS\_NO\_TIE



Reused character  
LB5\_506\_ch024\_chloe\_alliance



Reuse LB5\_518\_CH002\_MARINETTE\_PARTY\_DRESS\_MASK  
dress, shoes and mask.  
Adjust it to fit chloe's proportions.  
Adjust the position of the flowers and the brooch.



Storyboard view



**miraculous™**  
Tales of Ladybug & Cat Noir

20/10/21 STATUT REAL :  
RTK OK  
LB5\_518\_CH004\_CHLOE\_PARTY\_DRESS\_  
MASK\_ALLIANCE



Reused character

LB5\_500\_ch001\_gabriel\_new\_suit\_alliance



Storyboard view



18/10/21 STATUT REAL :

RTK OK

LB5\_518\_CH003\_GABRIEL\_PARTY\_  
DRESS\_MASK\_ALLIANCE

Reuse the **mask** from  
**LB5\_518\_CH002\_MARINETTE\_PARTY\_DRESS\_MASK**  
and add **lens**





Reused character  
LB5\_502\_ch002\_ms\_tsurugi\_alliance



Storyboard view



18/10/21 STATUT REAL :  
RTK OK

LB5\_518\_CH007\_MS\_TSURUGI\_PARTY\_  
DRESS\_MASK\_ALLIANCE

Reuse the **mask** from  
LB5\_518\_CH002\_MARINETTE\_PARTY\_DRESS\_MASK  
and add **lens**

Change the colors of the pants, the shoes, the hair clip  
and desaturate the top part





Reused character  
LB5\_505\_ch010\_mr\_andre\_bourgeois\_alliance

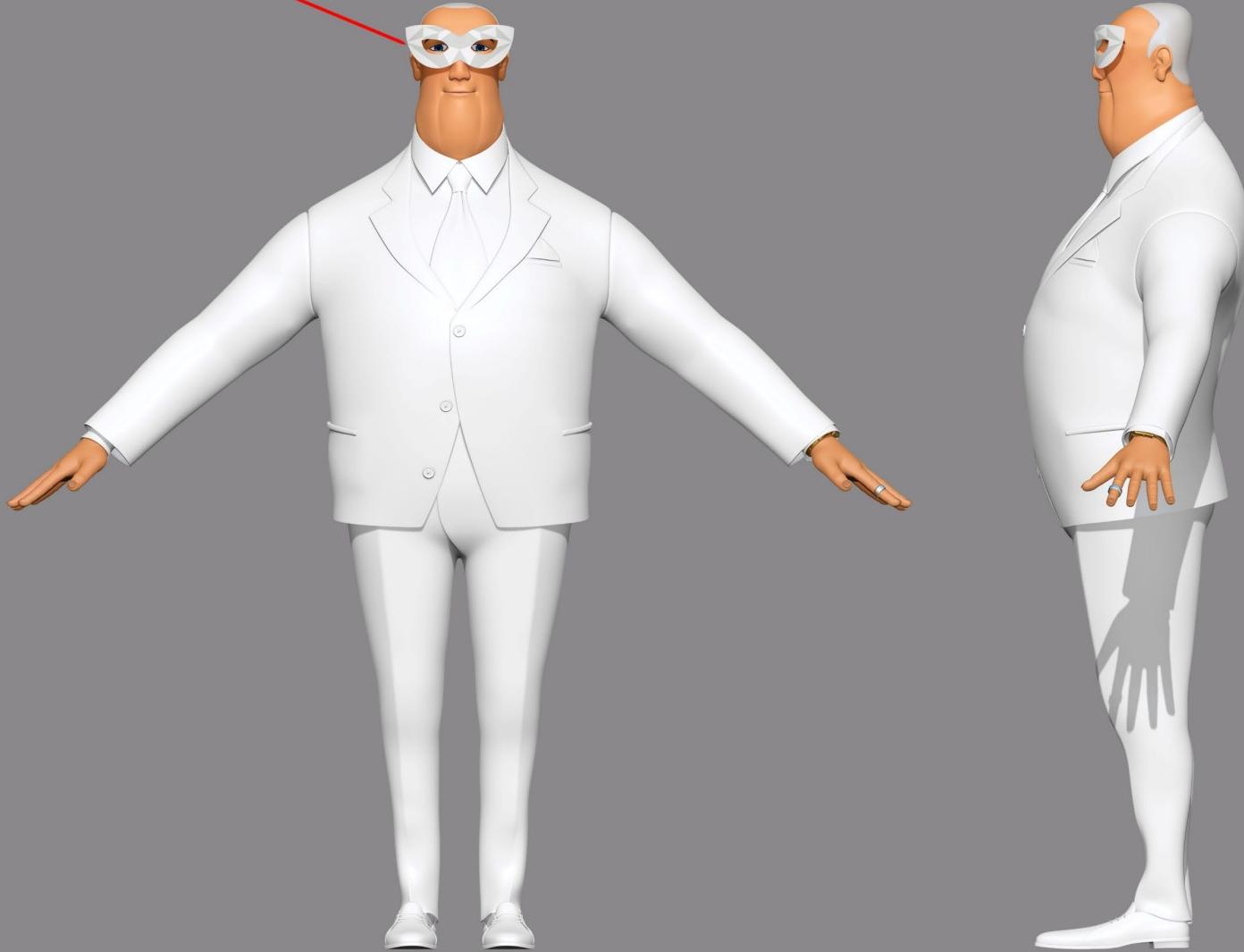


Storyboard view

**miraculous**  
Tales of Ladybug & Cat Noir

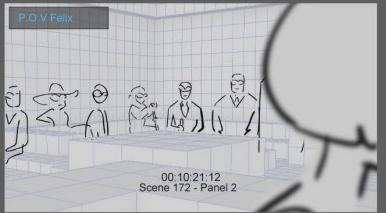
19/10/21 STATUT REAL :  
RTK OK  
LB5\_518\_CH005\_MR\_ANDRE\_BOURGEOIS\_  
PARTY\_DRESS\_MASK\_ALLIANCE

Reuse the mask from  
LB5\_518\_CH002\_MARINETTE\_PARTY\_DRESS\_MASK





Reused character  
LB5\_518\_ch017\_mme\_audrey\_bourgeois\_alliance



Storyboard view

**Miraculous™**  
Tales of Ladybug & Cat Noir

19/10/21 STATUT REAL :  
RTK OK

LB5\_518\_CH006\_MME\_AUDREY\_  
BOURGEOIS\_PARTY\_DRESS\_MASK\_ALLIANCE

Reuse the mask from  
[LB5\\_518\\_CH002\\_MARINETTE\\_PARTY\\_DRESS\\_MASK](#)





Reused character  
LB5\_506\_ch022\_kagami\_alliance

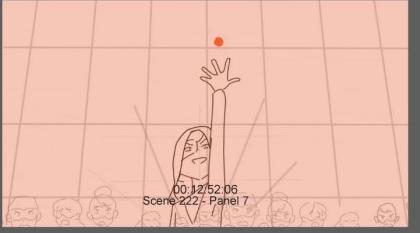


Reuse the dress, flowers, brooch and shoes from  
LB5\_518\_CH002\_MARINETTE\_PARTY\_DRESS\_MASK  
and change the colors

**Miraculous™**  
*Tales of Ladybug & Cat Noir*

19/10/21 STATUT REAL :  
RTK OK  
LB5\_518\_CH009\_KAGAMI\_PARTY\_DRESS\_  
ALLIANCE





Storyboard view



Ref size

**miraculous™**  
*Tales of Ladybug & Cat Noir*

21/10/21 STATUT REAL :  
RTK OK  
LB5\_518\_CH011\_RED\_MOON\_  
SENTIMONSTER

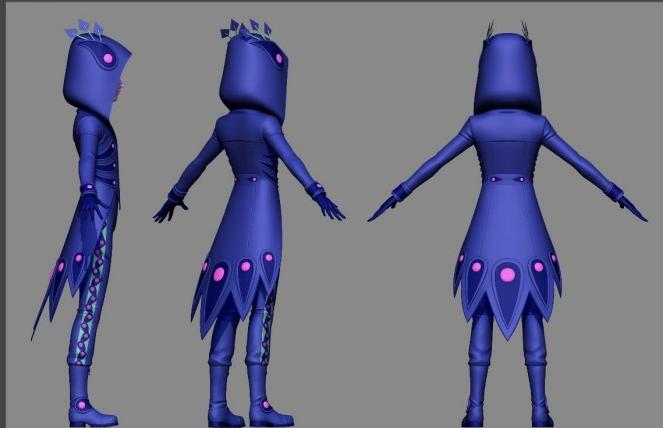
Create a sphere with the same shader





Argos : Felix's size

Front Views 3D turn



Back Views 3D turn

**Only for Shading  
and Texturing Ref**

Use the **facial** and **maps** of **Felix**,  
and use the **same PFX** :



Eyes's color :



Use the **same type of fabric**  
for the **exterior** of the **coat**.



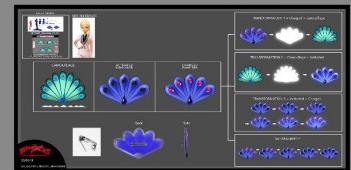
Use a more **satin fabric**  
for the **interior** of the **coat**



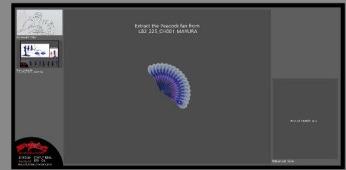
Use the **same type of leather**  
for the **boots** :



Reuse **LB3\_324\_pr014\_peacock\_miraculous**  
in **charge mode**



Reuse **LB4\_425\_pr020\_peacock\_fan**  
and adjust the **size**



Use the **same type of fabric**  
for the **pants** and the **neck part**.



Use the **same**  
**type of leather**  
for the **gloves**.



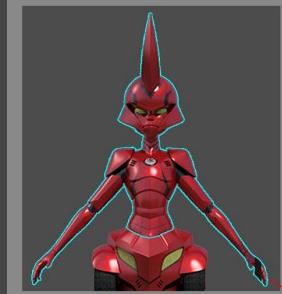


Front Views 3D turn

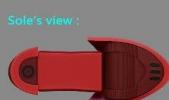


Back Views 3D turn

Only for Shading  
and Texturing Ref



Reuse the **human** part of  
**LB3\_318\_ch001\_ikari\_gozen**  
and use the **same shader** for  
the **new bottom** part.



Sole's view :



Use the **same shader** as  
**LB3\_318\_ch001\_ikari\_gozen**  
for the **bow**



Use **same shader and color** as  
**LBS\_502\_pr022\_alliance**  
for this **part** of the **finger**



Reuse the **bottom** part of  
**LB3\_318\_ch001\_ikari\_gozen**  
and use the **same shader** for  
the **new head**.



16/09/21

LBS\_519\_CH001\_MATAIGOZEN



Reuse character  
LB5\_500\_ch001\_gabriel\_new\_suit\_alliance



Storyboard View

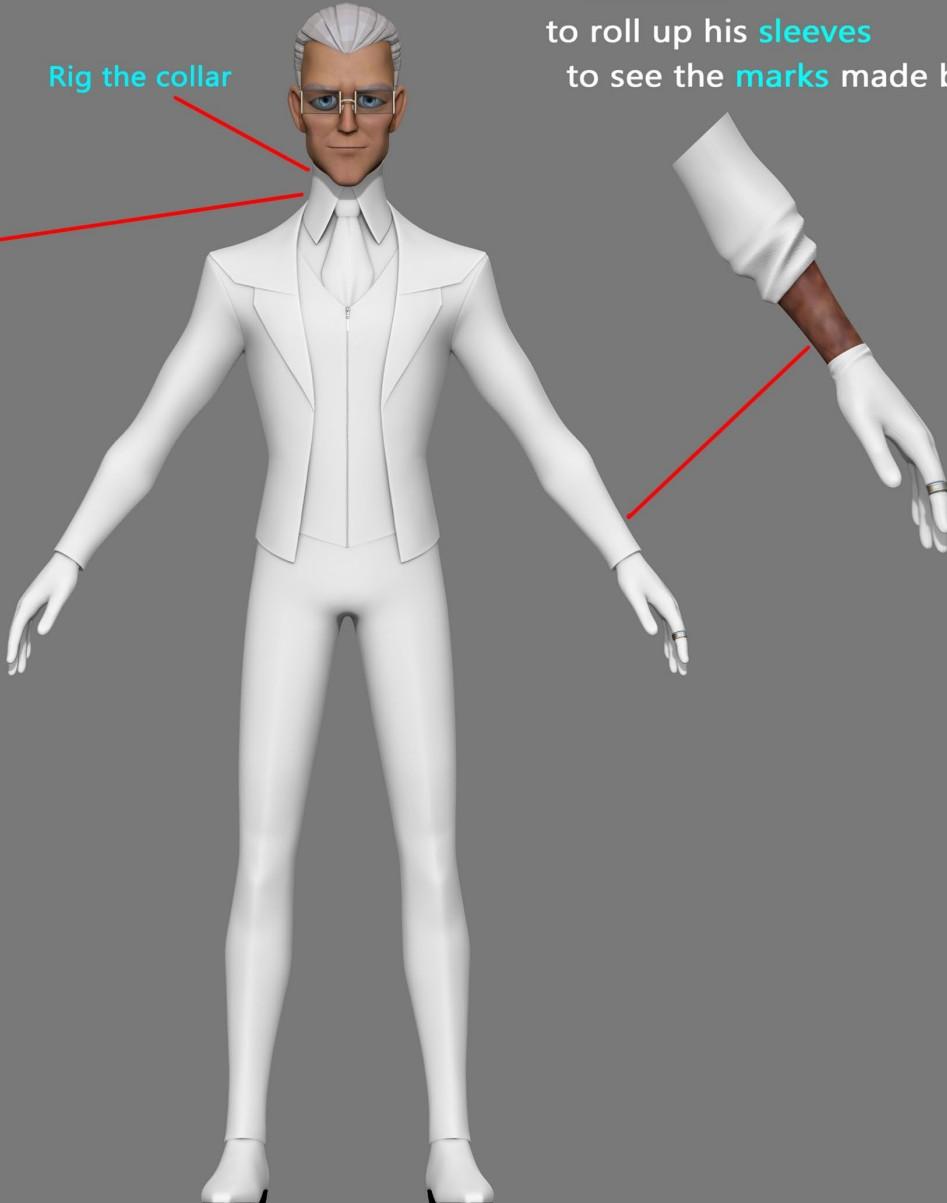


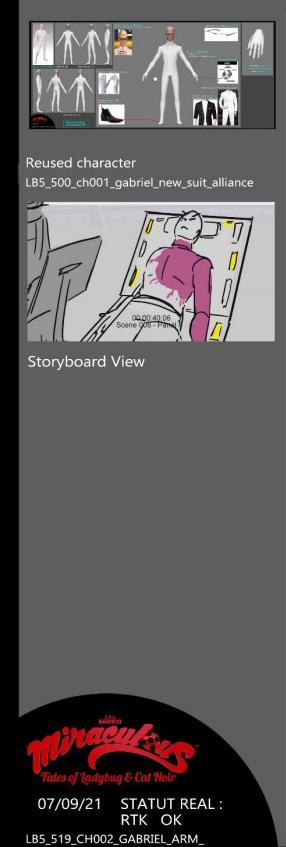
17/09/21 STATUT REAL :  
RTK OK  
LB5\_519\_CH011\_GABRIEL\_NEW\_SUIT\_  
ALLIANCE\_PHASE\_03

Paint the **burned wound**  
on the **neck** and  
the **forearms** :

Rig the collar

The **character** need to be able  
to roll up his **sleeves**  
to see the **marks** made by **cataclysm** .







Reuse character

LB5\_500\_ch001\_gabriel\_new\_suit\_alliance

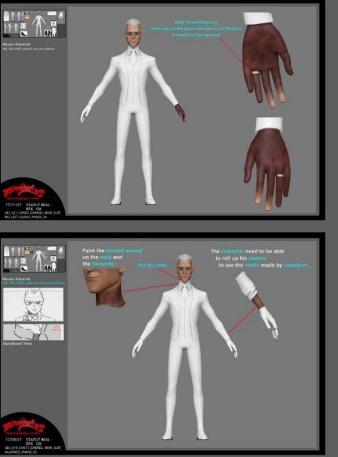


Keep the wedding ring  
which was on the glove and leave it on the hand.  
It should not be removed



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*Tales of Ladybug & Cat Noir*

17/11/21 STATUT REAL :  
RTK OK  
LB5\_521\_CH002\_GABRIEL\_NEW\_SUIT\_  
NO\_LEFT\_GLOVE\_PHASE\_04



Reuse characters

[LB5\\_519\\_ch011\\_gabriel\\_new\\_suit\\_alliance\\_phase\\_03](#)

[LB5\\_521\\_ch002\\_gabriel\\_new\\_suit\\_no\\_left\\_glove\\_phase\\_04](#)



21/02/22 STATUT REAL :  
RTK OK

[LB5\\_522\\_CH002\\_GABRIEL\\_NEW\\_SUIT\\_ARM\\_NO\\_LEFT\\_GLOVE\\_PHASE\\_04](#)



Reused character  
LB\_ch099\_volpina  
Remove necklace and change colors



Reused model  
LB5\_502\_pr022\_alliance



21/09/21 STATUT REAL :

RTK OK

LB5\_520\_CH001\_INFOX



Back's view :



Reuse character

LB5\_500\_ex026\_woman\_1a\_alliance



Reuse

LB4\_400\_ex029\_teenage\_girl\_12b's  
hair. Adjust the size and change  
the color

Change the color of the shirt, the vest and the shoes



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Tales of Ladybug & Cat Noir

07/12/21 STATUT REAL :  
RTK OK

LB5\_520\_CH002\_LILA\_MOTHER\_03\_  
ALLIANCE



Reuse character

LB2\_200\_ch004\_kagami

Change the color of her clothes to white



**Miraculous™**  
Tales of Ladybug & Cat Noir

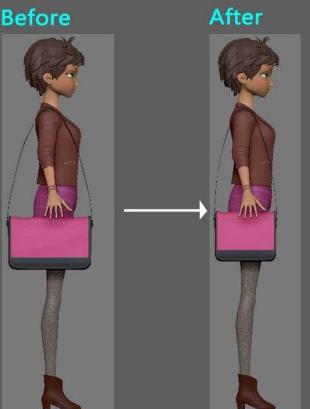
06/12/21 STATUT REAL :  
RTK OK  
LB5\_520\_CH003\_KAGAMI\_WHITE\_SUIT



Reused character  
LB\_ch098\_lila



Reuse model  
LB\_p014\_airlinebag\_pink  
Adjust the size



Change the color of  
the eyes to brown



Use the same PFX process than Lila  
for the new hair.



Use the same type of leather for the jacket  
and the same type of fabric for the clothes.



Keep the same textures  
for the other parts  
of the model.

**Miraculous™**  
Tales of Ladybug & Cat Noir

18/11/21 STATUT REAL :  
RTK OK  
LB5\_521\_CH003\_LILA\_SHORT\_HAIR\_CERISE



Gisele

Front Views 3D turn



Back Views 3D turn

**Miraculous**  
Tales of Ladybug & Cat Noir

03/03/22

LB5\_522\_CH005\_GISELE\_ALLIANCE

Only for Shading  
and Texturing Ref

Use the same PFX as LB3\_327\_ch018\_aeon  
for the hair



Use the same type of leather  
for the jacket .



Use the same type of fabric  
for the shirt .



Use the same type of texture  
for the pants .



Use the same type of leather  
for the shoes .

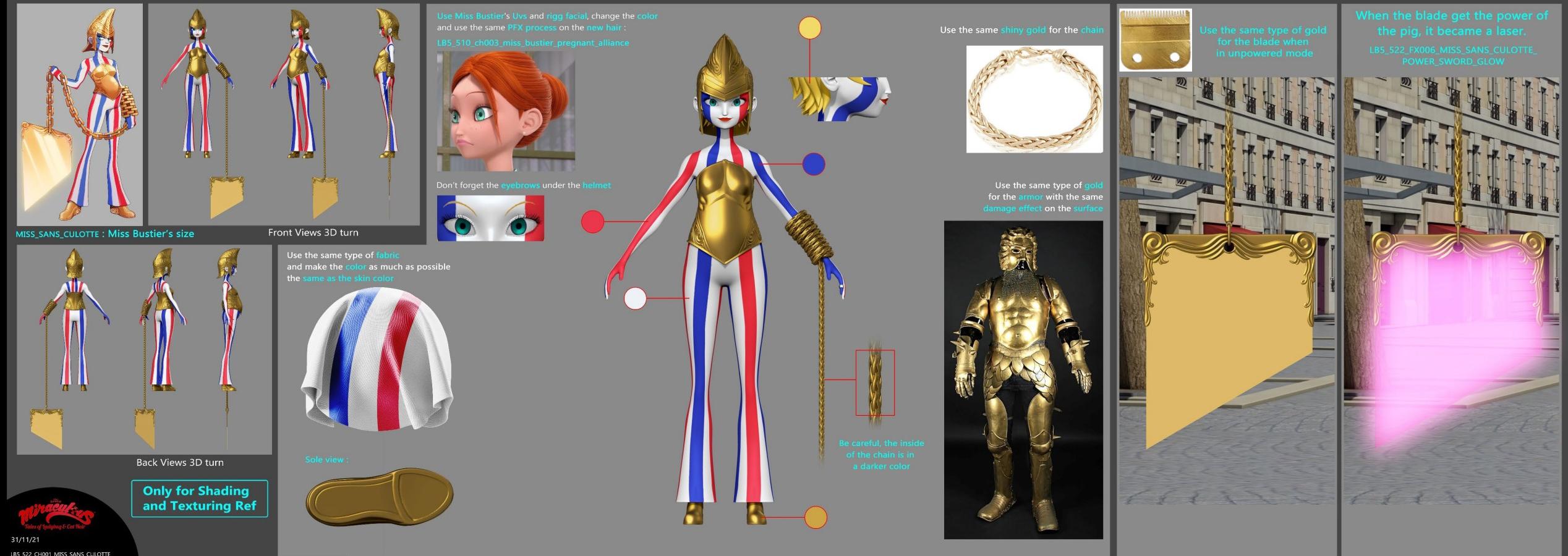


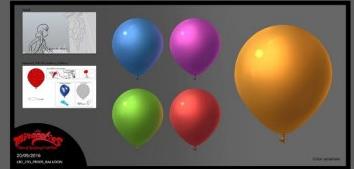
Sole view :



Use the same type of metal for the buckle  
and the same type of leather for the belt







Reuse model

lb2\_203\_pr005\_balloon

They are three versions  
of the same balloon with  
different colors

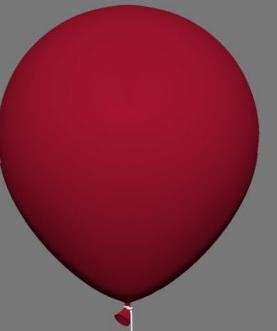
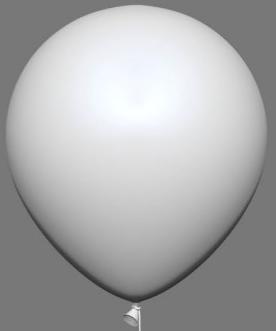
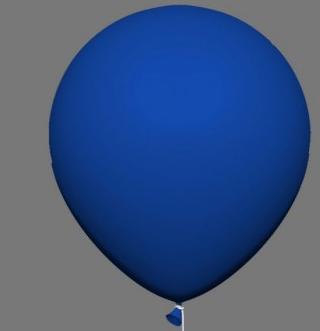


Storyboard's view

**Miraculous**  
Tales of Ladybug & Cat Noir

23/02/22 STATUT REAL :  
RTK OK

LB5\_522\_CH009\_BALLOON\_HEAD



The balloons need to have  
4 expressions

Neutral

Angry

Angry  
Mouth open

Mouth open



Reuse character

LB5\_523\_CH004\_CHLOE\_ALLIANCE\_  
EARPIECE



Reused model

lb2\_211\_pr018\_mayor\_scarf

Side view :



Add the scarf

**Miraculous**  
Tales of ladybug & Cat Noir

07/02/22 STATUT REAL :

RTK OK

LB5\_523\_CH003\_CHLOE\_ALLIANCE\_  
EARPIECE\_MAYOR\_SCARF



Reused character  
LBS\_523\_CH003\_CHLOE\_ALLIANCE\_  
EARPIECE\_MAYOR\_SCARF  
Readjust the scarf a bit  
to fit the shape of the coat

Miraculous  
Tales of Ladybug & Cat Noir

07/02/22 STATUT REAL :  
RTK OK  
LBS\_523\_CH001\_QUEEN\_MAYOR

Use PFX for the fur on the coat  
You can also see LB2\_225\_ch001\_mayura for reference



Don't use PFX for the fur  
inside the boots. Use a simple texture



Use the same type of leather  
for the boot



Sole's view :



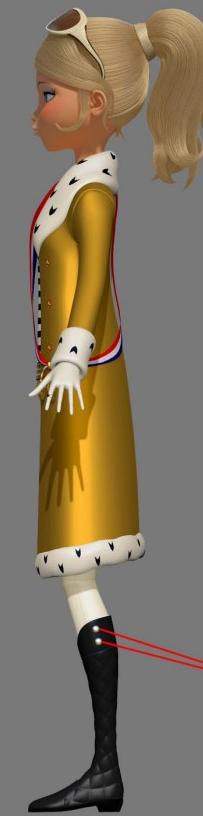
Rig the scarf.  
It needs to be removable



Same type of fabric  
for the gloves



Earpiece



Use the same type of gold satin  
for the coat



Use the same type of gold  
for the coat's buttons



Use the same type of metal  
for the boots' buttons





Nighmentor : Collector's size

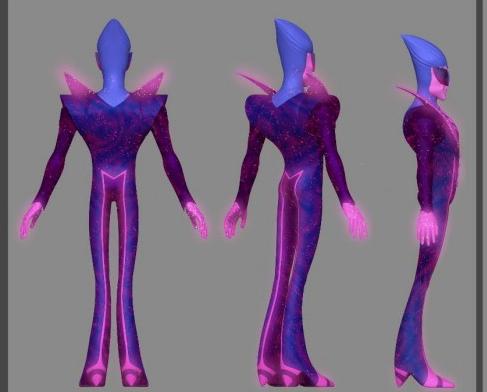
Front Views 3D turn



Character reuse :

**LB2\_201\_ch001\_collector**

Reuse the map of the face and change the color.  
Use the same material for the glasses, remove  
the black gradient mask and change the colors.  
Change the colors of the clothes.  
Change the body and merge the feet  
and the neck to it.



Back Views 3D turn



Pattern use for the abstract effect on the body.

Sole's view :



Only for Shading  
and Texturing Ref

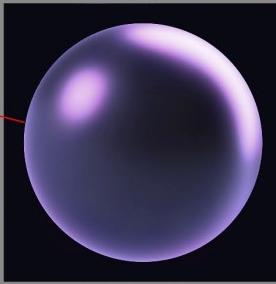


04/01/2022

LB5\_524\_CH001\_NIGHTMENTOR



Weapon size's ref :



Use the same type of roughness  
with a pinkish colored spec  
for the head part in blue.



Every pink part,  
except the tie and the face,  
have a glow effect



380

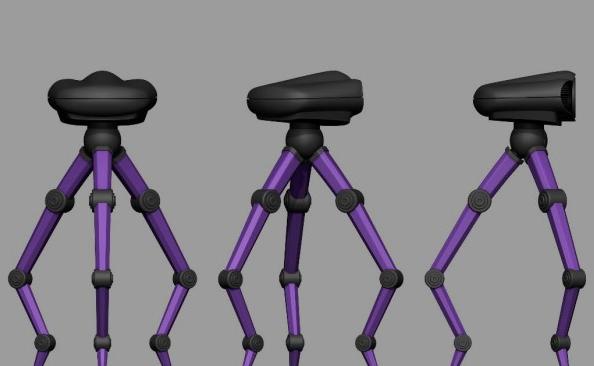
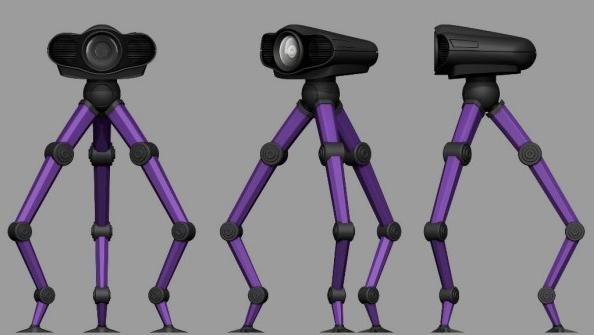


381



The sparkles on nighmentor  
need to have the same aspect as  
the sparkles on Cosmopolitan and Astrocat.  
**LB3\_327\_ch001\_cosmolybug**  
**LB3\_327\_ch002\_astrocattoir**

**Episode 422**  
**Shots:**  
**367**



**Miraculous**  
Tales of Ladybug & Cat Noir

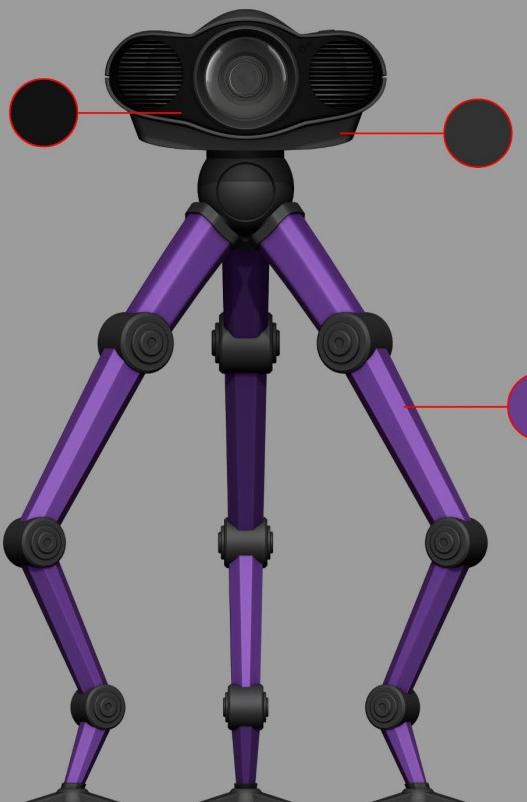
14/01/2022

LBS\_524\_CH002\_ONCE\_UPON\_A\_TIME\_SENTIMONSTER

Realistic reference for the head and joints



Use the same material for the legs

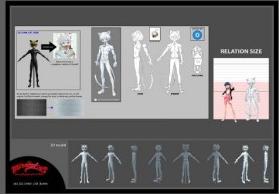


Under the feet's view



Rig the opening of the eye





Reuse character

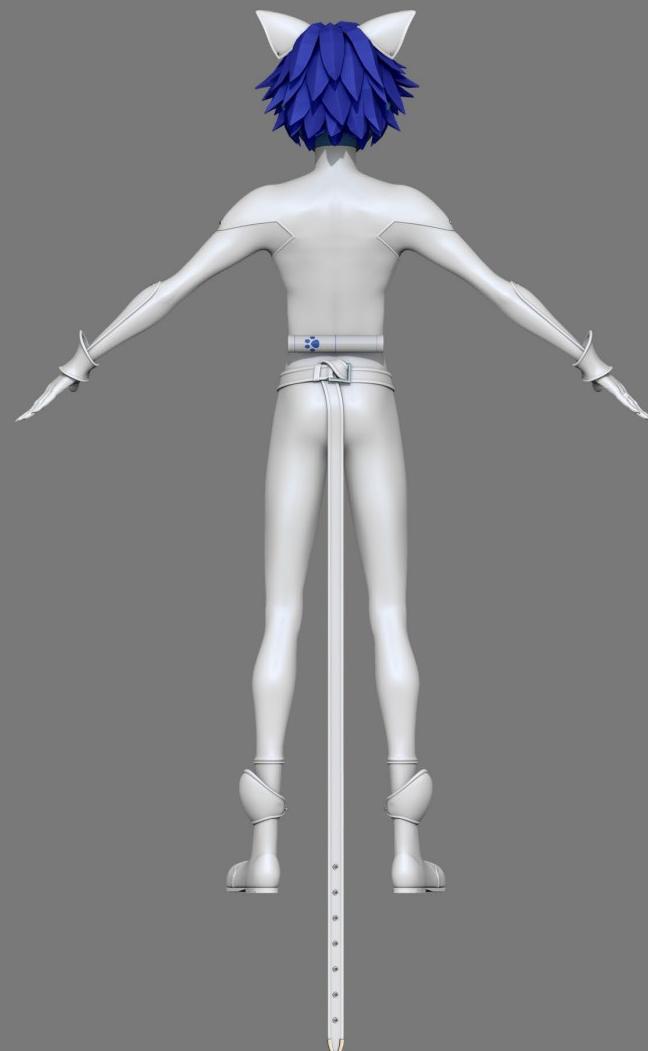
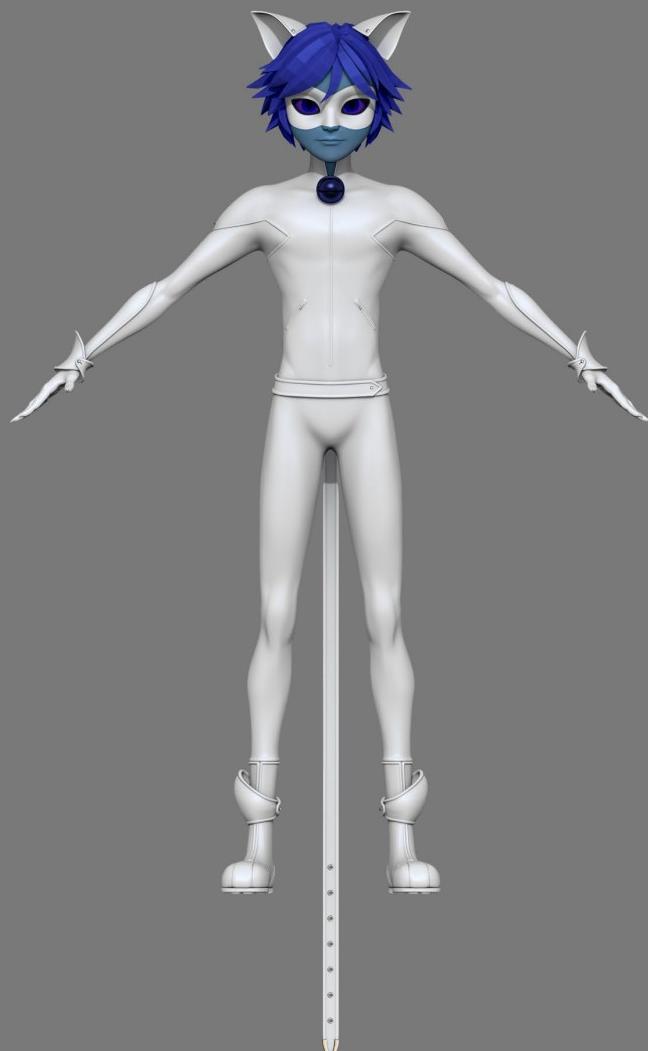
LB3\_322\_ch001\_cat\_blank

Change the colors

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Tales of Ladybug & Cat Noir

27/09/21 STATUT REAL :  
RTK OK

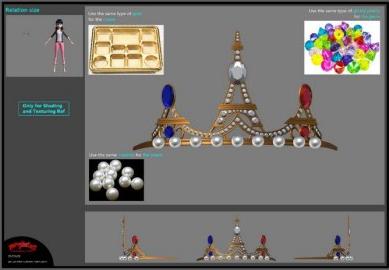
LB5\_524\_CH003\_ANTICAT





Reuse character

LB5\_524\_CH005\_MARINETTE\_PARTY\_DRESS



Reuse

LB5\_524\_PR014\_CROWN\_FAIRY\_LIGHT

**Miraculous™**  
Tales of Ladybug & Cat Noir

21/01/22

LB5\_524\_CH006\_MARINETTE\_PARTY\_DRESS\_CROWN

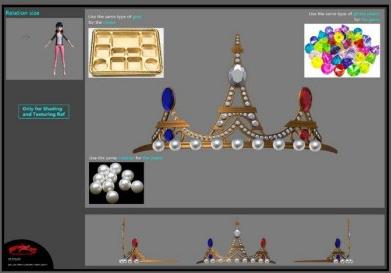
Adjust hair to avoid penetration





Reuse character

LB5\_507\_ch002\_nino\_alliance



Reuse

LB5\_524\_PR014\_CROWN\_FAIRY\_LIGHT  
and adjust the size a bit

**Miraculous**  
Tales of Ladybug & Cat Noir

04/01/22

LB5\_524\_CH007\_NINO\_ALLIANCE\_CROWN

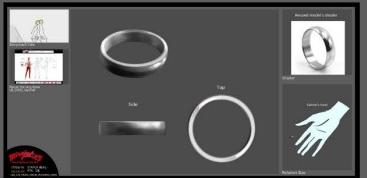




Reuse character

LB4\_400\_ch004\_nathalie\_pyjama

Remove glasses



Reuse model

LB3\_323\_pr004\_emilie\_wedding\_ring



Storyboard View

**Miraculous™**  
Tales of Ladybug & Cat Noir

16/12/21 STATUT REAL :  
RTK OK

LB5\_524\_CH008\_NATHALIE\_PYJAMA\_  
EMILIE\_RING\_ALLIANCE\_SICK

Make her look sick like  
[LB5\\_507\\_ch005\\_emilie\\_agreste\\_sick\\_pyjama](#)



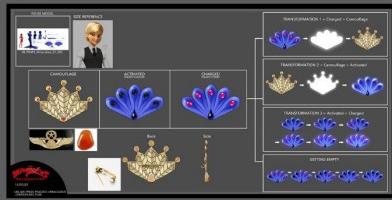
Change the red part  
of the hair to white





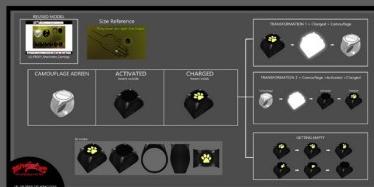
Reuse character

LB4\_425\_ch006\_felix\_adrien\_suit\_without\_cat\_miraculous



Reuse model

LB4\_426\_pr026\_peacock\_miraculous\_camo\_felix  
in camo mode



Reuse model

LB\_p002\_ring  
in camo mode

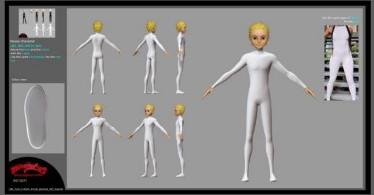
**Miraculous**  
Tales of Ladybug & Cat Noir

04/01/22

LB5\_524\_CH012\_FELIX\_ADRIEN\_SUIT\_MIRACULOUS\_PEACOCK

## Right hand view





Reuse character

LB5\_524\_CH005\_FELIX\_BLANK\_NO\_MASK



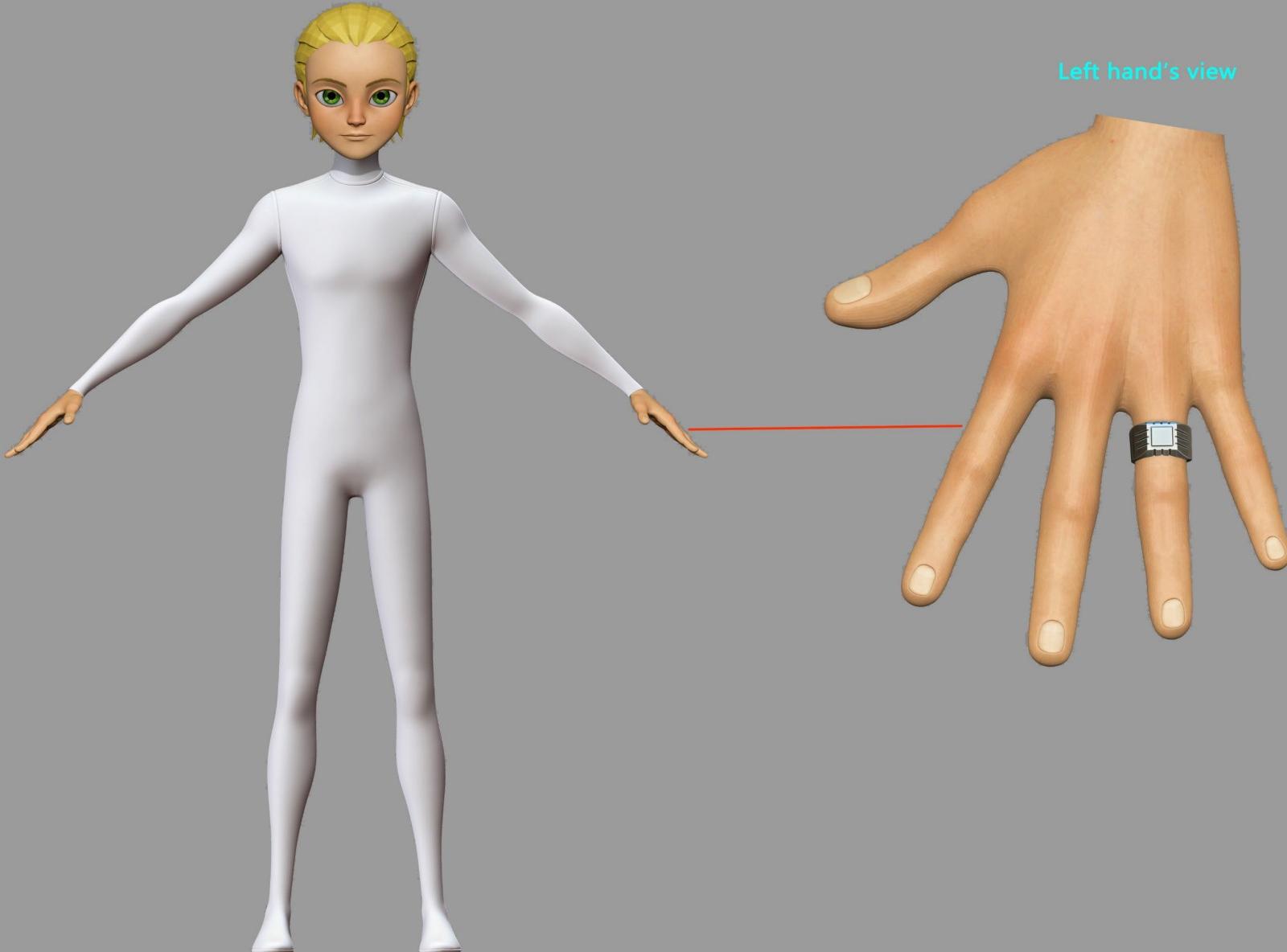
Reuse model

LB3\_323\_PR016\_FELIX\_SIGNET\_RING

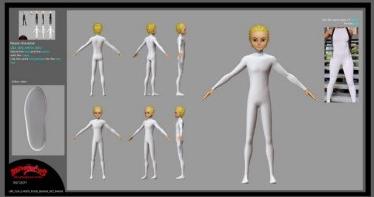
**Miraculous™**  
Tales of Ladybug & Cat Noir

30/12/21

LB5\_524\_CH013\_FELIX\_BLANK\_NO\_MASK\_  
SIGNET\_RING

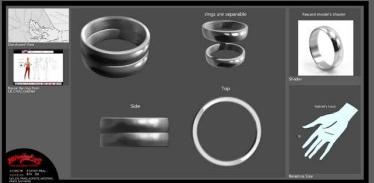


Left hand's view



Reuse character

LB5\_524\_CH005\_FELIX\_BLANK\_NO\_MASK



Reuse model

LB3\_323\_pr002\_agreste\_wedding\_rings\_gathered



Reuse mask from :

LB5\_524\_CH016\_KAGAMI\_BLANK\_MASK\_QUEEN

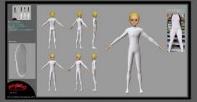
Scale from 1 to 1.3

**Miraculous™**  
Tales of Ladybug & Cat Noir

28/12/21

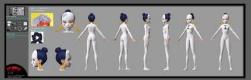
LB5\_524\_CH015\_FELIX\_BLANK\_MASK KING





Reuse character

LB5\_524\_CH005\_FELIX\_BLANK\_NO\_MASK



Reuse mask and braids from :  
LB5\_524\_CH018\_KAGAMI\_BLANK\_PRINCESS\_CURIOUS\_CHILD

Flip the texture of the mask

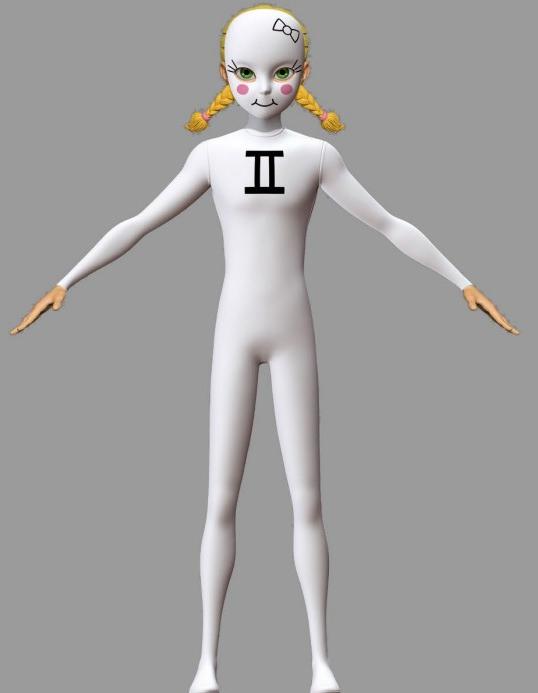
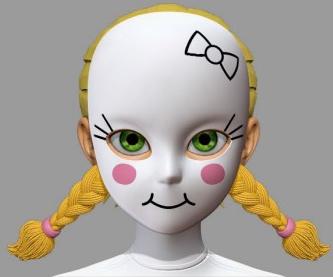
Adjust the scale of the mask and braids  
from 1 to 1.13

**Miraculous**  
Tales of Ladybug & Cat Noir

28/12/21

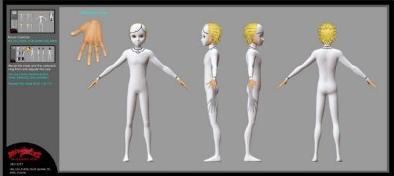
LB5\_524\_CH017\_FELIX\_BLANK\_PRINCESS\_WISE\_CHILD

The **braids** are made of **wool**  
like on the picture



Use the same type of **fabric**  
for the **hair's elastics**





Reuse character

LB5\_524\_ch026\_felix\_blank\_pr\_wise\_youth



Reuse model

LB5\_524\_ch016\_kagami\_blank\_mask\_queen

Reuse the mask and change the scale  
from 1 to 1.13

**Miraculous™**  
*Tales of Ladybug & Cat Noir*

03/01/22

LB5\_524\_CH030\_FELIX\_BLANK\_PR\_WISE\_ADULT





Reuse character

LB5\_524\_CH015\_FELIX\_BLANK\_MASK\_KING

Remove rings

**Miraculous**  
Tales of Ladybug & Cat Noir

30/12/21

LB5\_524\_CH032\_FELIX\_BLANK\_LORD\_  
WAR SON





Reuse character

LB5\_524\_ch019\_felix\_blank\_tailor\_young



**Miraculous™**  
*Tales of Ladybug & Cat Noir*

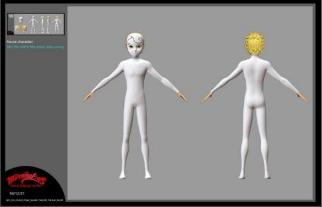
30/12/21

LB5\_524\_CH039\_FELIX\_BLANK\_TAILOR\_YOUNG\_NUDE



30/12/21

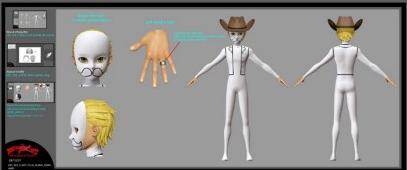
LB5\_524\_CH042\_FELIX\_BLANK\_TAILOR\_YOUNG\_  
NUDE\_HALF\_RING



Reuse character

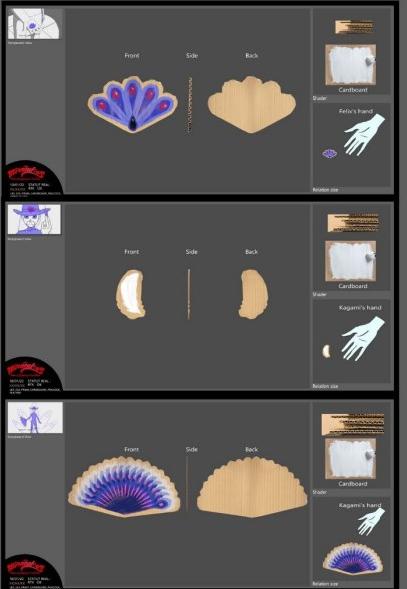
LB5\_524\_CH039\_FELIX\_BLANK\_TAILOR\_YOUNG\_NUDE





Reuse character

LB5\_524\_ch027\_felix\_blank\_lord\_war



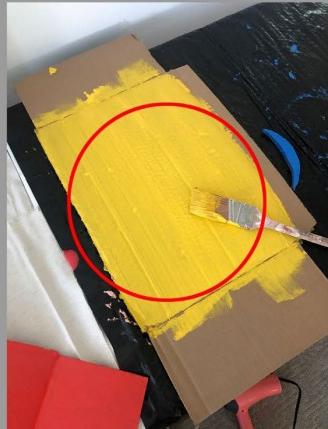
LB5\_524\_pr046\_cardboard\_peacock\_miraculous  
LB5\_524\_pr048\_cardboard\_peacock\_feather  
LB5\_524\_pr047\_cardboard\_peacock\_fan



The miraculous, the fan and the feather  
are made in cardboard



The pictures on the cardboard need  
to looks like it is hand painted.  
It needs to have the same type of texture





Reuse character

LB2\_200\_ch004\_kagami

Reuse the face and the hands  
with the maps.

Use the same PFX process for the new  
hair

Sole's view :



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*Tales of Ladybug & Cat Noir*

15/12/21 STATUT REAL :  
RTK OK

LB5\_524\_CH014\_KAGAMI\_BLANK\_  
NO\_MASK



Use the same type of fabric  
for the suit





Reuse character

LB5\_524\_ch014\_kagami\_blank\_no\_mask

**Miraculous™**  
Tales of Ladybug & Cat Noir

16/12/21 STATUT REAL :  
RTK OK

LB5\_524\_CH016\_KAGAMI\_BLANK\_  
MASK\_QUEEN



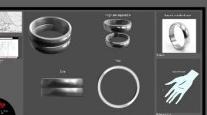
Use the same type of material  
for the mask





Reuse character

LBS\_524\_ch016\_kagami\_blank\_mask\_queen



Reuse model

LBS\_323\_pr002\_agreste\_wedding\_rings\_gathered



24/12/21

LBS\_524\_CH018\_KAGAMI\_BLANK\_PRINCESS\_CURIOUS\_CHILD

The **braids** are made of **wool** like on the picture



Use the same type of **fabric** for the **hair's elastics**





Reuse character  
LB5\_524\_ch016\_kagami\_blank\_mask\_queen

**Miraculous**  
*Tales of Ladybug & Cat Noir*

17/12/21 STATUT REAL :  
RTK OK  
LB5\_524\_CH035\_KAGAMI\_BLANK\_  
MASK\_PRINCESS\_WISE\_MARRIED





Reuse character  
LB5\_524\_ch035\_kagami\_blank\_mask\_  
princess\_wise\_married



Reuse model  
LB3\_323\_pr016\_felix\_signet\_ring  
Adjust the size



20/12/21

LB5\_524\_CH036\_KAGAMI\_BLANK\_  
LORD\_WAR\_01

Remove top part of the hair  
to avoid penetrations



Left hand's view



Realistic reference for the hat





Reuse character

LB5\_524\_ch036\_kagami\_blank\_  
lord\_war\_01



Storyboard's view

Remove hat



**Miraculous™**  
*Tales of Ladybug & Cat Noir*

21/12/21

LB5\_524\_CH038\_KAGAMI\_BLANK\_LORD\_WAR\_02



Reuse character

LB5\_524\_ch021\_kagami\_blank\_mask\_  
princess\_curious\_young

**Miraculous**  
Tales of Ladybug & Cat Noir  
17/12/21 STATUT REAL :  
RTK OK  
LB5\_524\_CH040\_KAGAMI\_BLANK\_PR\_  
CURIOUS\_YOUNG\_NUDE





Reuse character

LB5\_524\_ch021\_kagami\_blank\_mask\_  
princess\_curious\_young



Leave only one ring



Reuse character

LB5\_524\_CH010\_GABRIEL\_NEW\_SUIT\_  
ALLIANCE\_2\_WEDDING\_RINGS

Remove the scarf

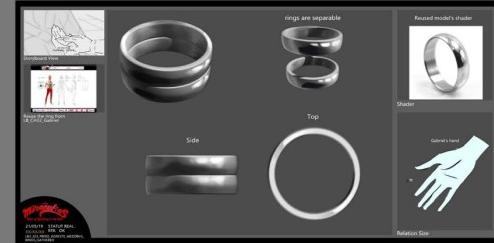


Storyboard View



Reuse model

LB\_p018\_hawk\_broche  
in camo mode



Model reuse :

LB3\_323\_pr002\_agreste\_wedding\_  
rings\_gathered

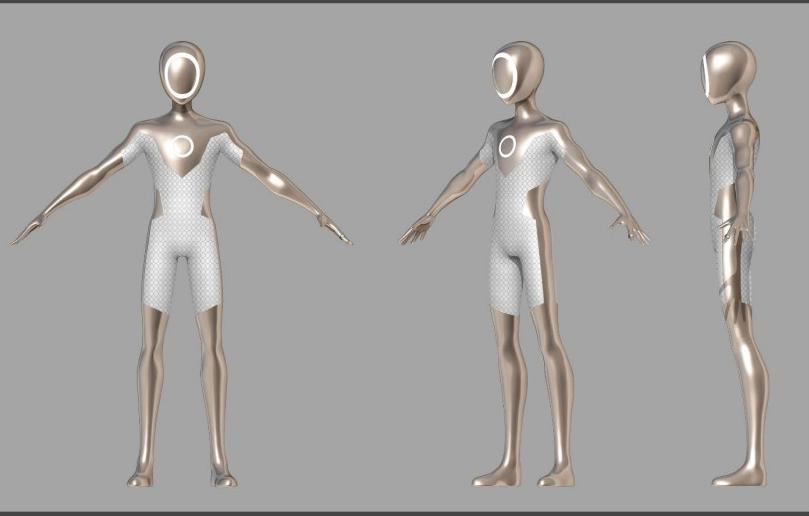


**Miraculous™**  
Tales of Ladybug & Cat Noir

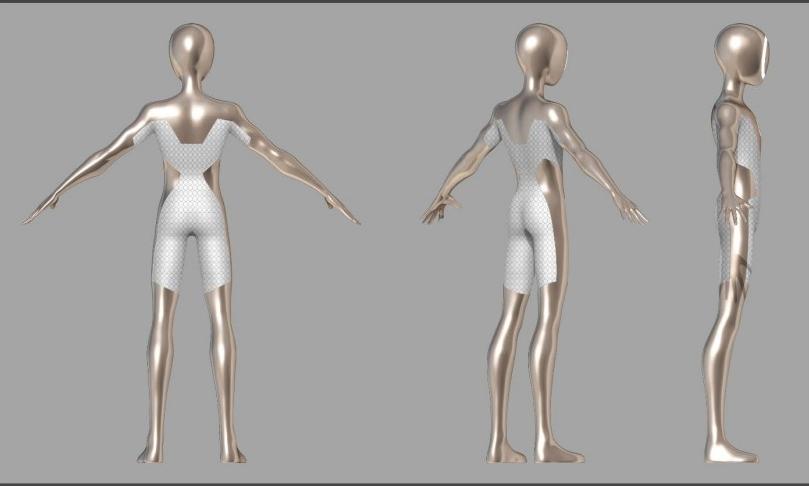
16/12/21 STATUT REAL :

RTK OK

LB5\_524\_CH034\_GABRIEL\_NEW\_SUIT\_  
NO\_SCARF\_2\_WEDDING\_RINGS



Front Views 3D turn



Back Views 3D turn



10/03/22

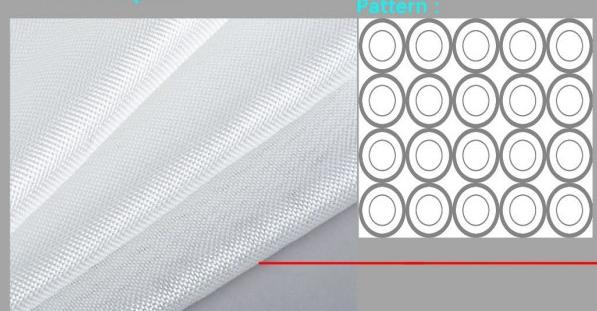
LB5\_525\_CH001\_MIRACULIZED

Only for Shading  
and Texturing Ref

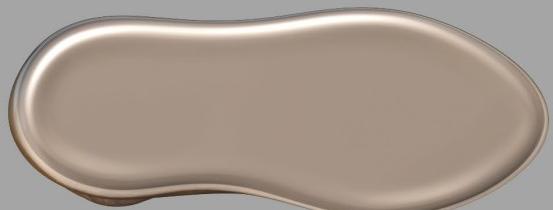
Use the same type of **shader**  
with the same **roughness** :  
**Chrome**



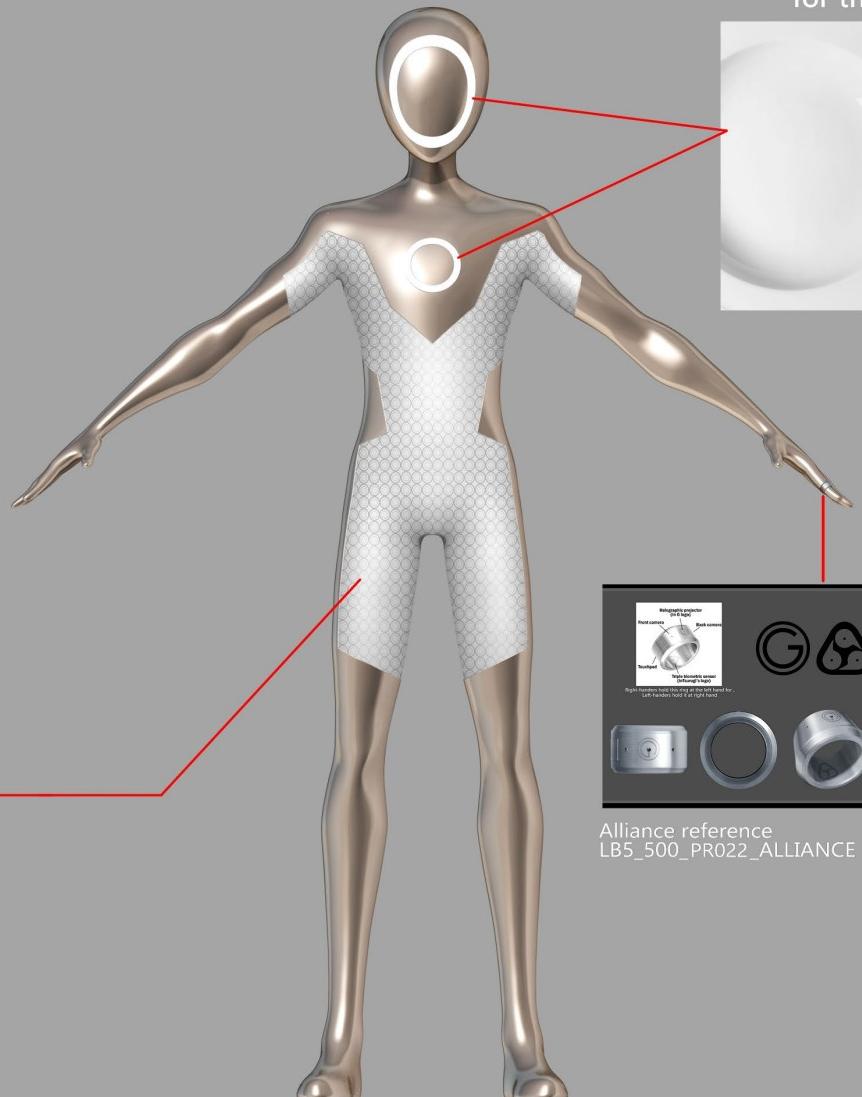
Apply the same type of **fabric texture**  
on the **white parts**



Sole view :



Use the same type of **material**  
for the **circles**



Alliance reference  
LB5\_500\_PR022\_ALLIANCE



Front Views 3D turn



Back Views 3D turn

Only for Shading  
and Texturing Ref

Realistic reference for the **feather**



Use the same type of **leather** for the **belt** and **scabbard**



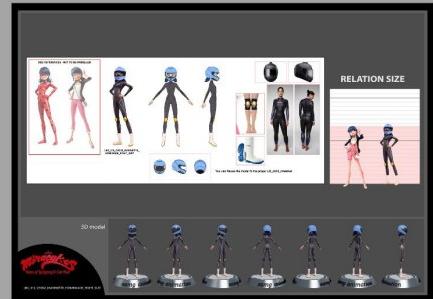
Use the same type of **leather** for the **knee** and **elbow joints**



Use the **same** type of **metal** for **all** the **armor**



Reuse **lb3\_315\_ch002\_marinette\_hOMEMADE\_fight\_suit's** head and **helmet**. Change **the color** of the helmet and apply the same **metal shader** than the **armor**

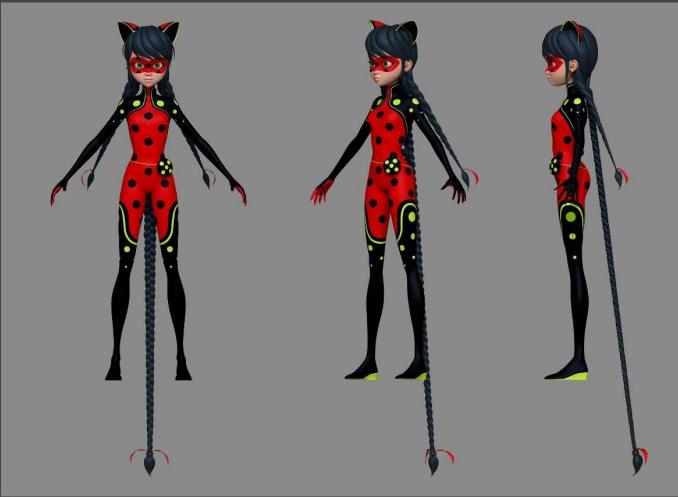


Reuse **L64\_422\_ch005\_jehane\_d\_arc's sword**





Ladynoire's size



Front Views 3D turn



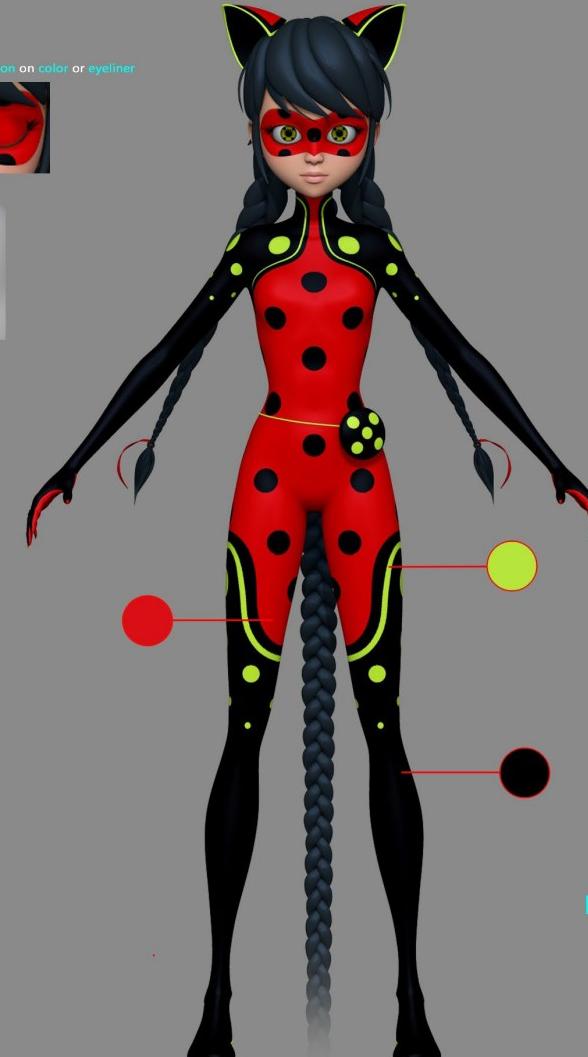
Back Views 3D turn



16/03/22

LB5\_525\_CH002\_BUGNOIRE

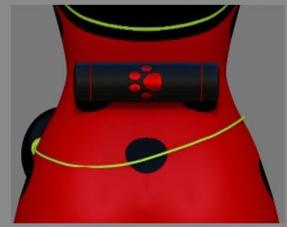
Use [Ladynoire UV map](#) and [facial rig](#).  
Use the same process for PFX hair than [Ladynoire](#) for the new hair.  
[LB3\\_305\\_ch007\\_lady\\_noire](#)



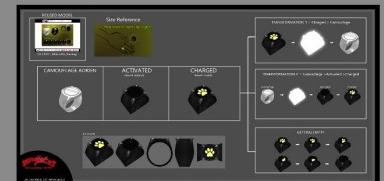
Use the same type of [leather](#) than [Cat noir](#) for the [cat ears](#) and on [the arms and legs](#).



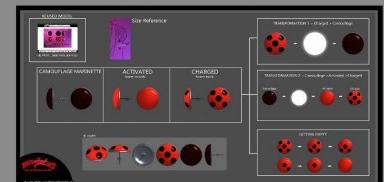
Back's view



[LB\\_p002\\_ring in charged mode](#)



[LB\\_p001\\_ear\\_ring in charged mode](#)



Only for Shading  
and Texturing Ref





Reuse character

LB5\_500\_ch002\_monarch



Reuse left hand from  
LB5\_522\_ch002\_gabriel\_new\_suit\_  
arm\_no\_left\_glove\_phase\_04

Adjust the size and change the color

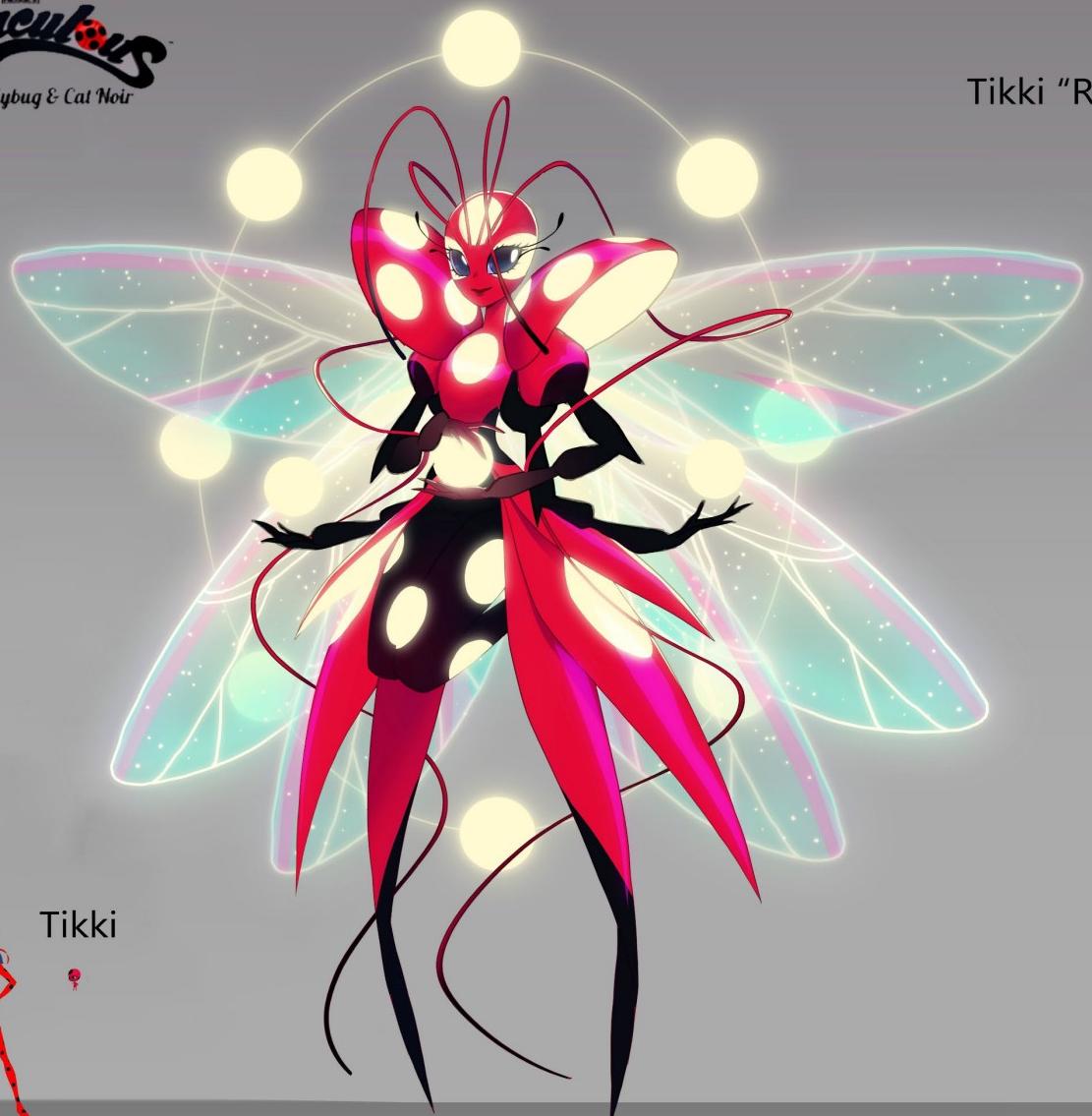


Remove all the rings

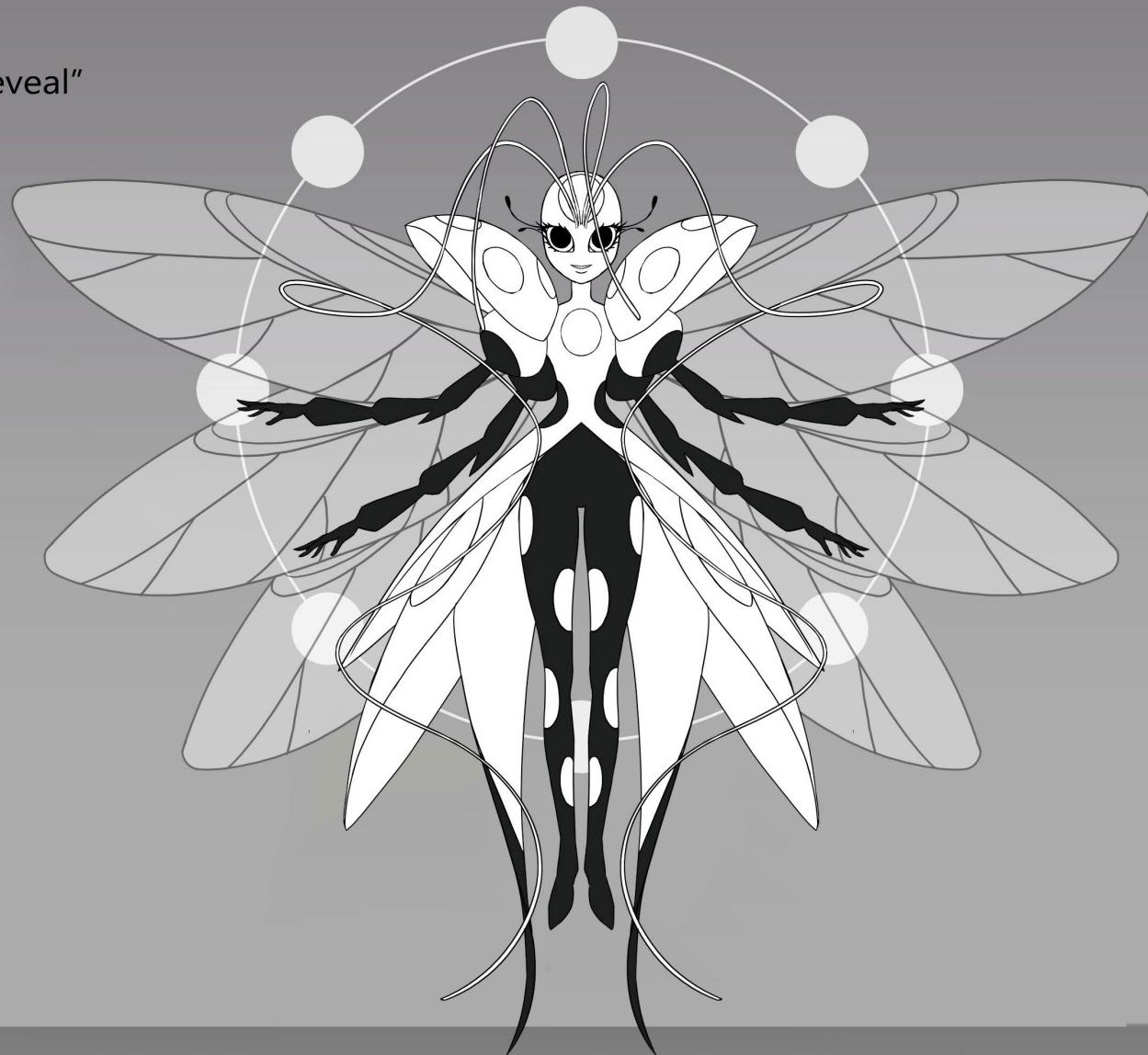
**Miraculous**  
Tales of Ladybug & Cat Noir

08/03/22

LB5\_525\_CH016\_MONARCH\_PHASE\_04\_  
GLOVE\_RIGHT\_HAND



Tikki "Reveal"







Miraculous  
*Tales of Ladybug & Cat Noir*

27/10/21 STATUT REAL :  
XX/XX/XX RTK OK

LB5\_526\_CH001\_GIMMI\_V03



ZAG ENTERTAINMENT  
**Miraculous™**  
**Knightowl**



Reused character  
LB5\_526\_CH020\_GABRIEL\_NS\_  
2WR\_NG\_NRRH\_P5

Add the cat miraculous in active mode  
on his left hand and adjust the size



Reuse the ladybug miraculous  
in active mode

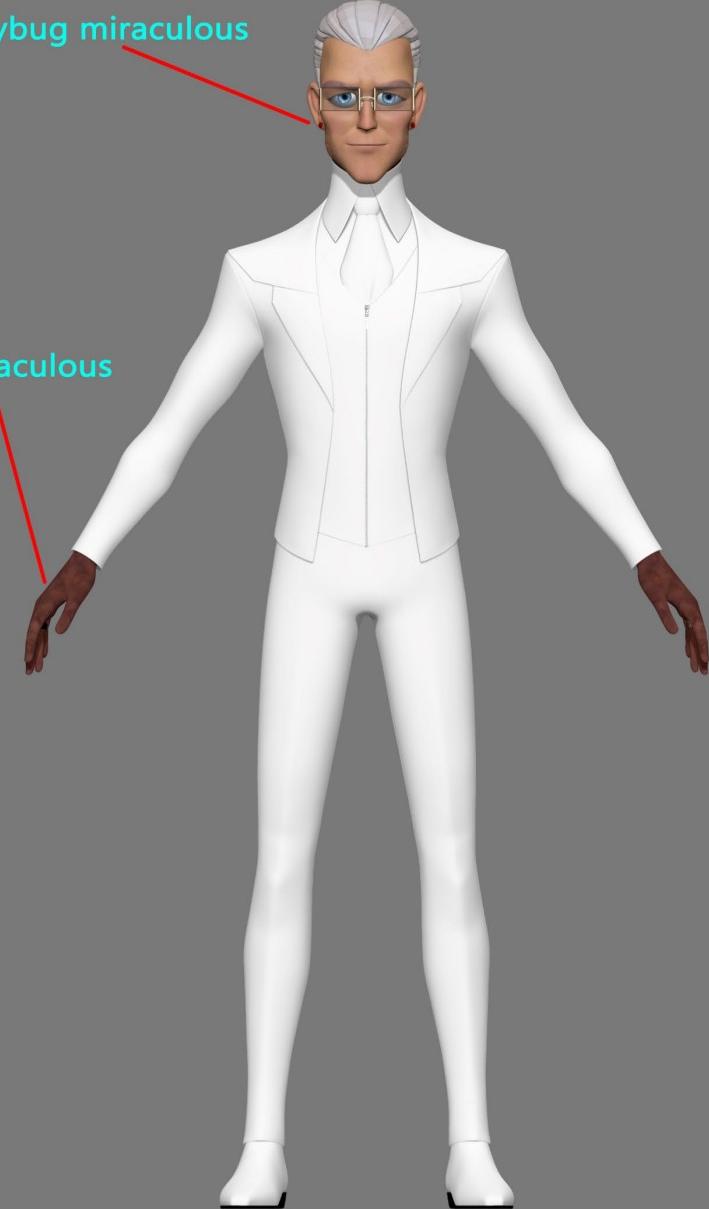




Reused character

LB5\_526\_CH023\_GABRIEL\_NS\_2WR\_NG\_NRRH\_CBM\_P5

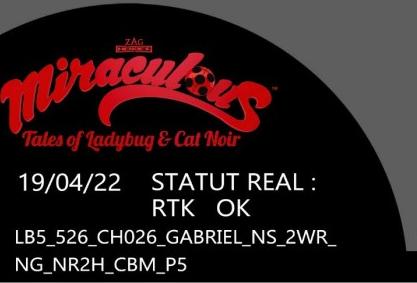
Ladybug miraculous



Keep only the 2 wedding rings



Cat miraculous



19/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH026\_GABRIEL\_NS\_2WR\_NG\_NR2H\_CBM\_P5



Reused character  
LB\_ch005\_adrien



Adjust the size and  
make it fit the finger

**Miraculous**  
Tales of Ladybug & Cat Noir

14/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH047\_ADRien\_2\_WEDDING\_RINGS



Reused character

LB\_ch068\_jagged\_stone

Use the same materials for the clothes and shoes without the dirty effect.  
LB4\_406\_ch001\_grand\_master\_suhan



**Miraculous™**  
*Tales of Ladybug & Cat Noir*

25/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH009\_JAGGED\_STONE\_NEW\_SUIT



Reused character

LB\_ch069\_penny\_rolling



Reuse clothes from

LB5\_526\_CH009\_JAGGED\_STONE\_NEW\_SUITE  
and adjust them to the character

Use the same materials for the clothes and shoes without the dirty effect.  
LB4\_406\_ch001\_grand\_master\_suhan



**Miraculous™**  
Tales of Ladybug & Cat Noir

25/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH009\_JAGGED\_STONE\_NEW\_SUITE



Reused character

LB2\_200\_ch027\_luka



Reuse clothes from

LB5\_526\_CH009\_JAGGED\_STONE\_NEW\_SUIT  
and adjust them to the character

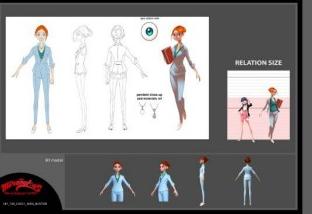
Use the same materials for the clothes and shoes without the dirty effect.  
LB4\_406\_ch001\_grand\_master\_suhan



**Miraculous™**  
Tales of Ladybug & Cat Noir

25/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH011\_LUKA\_NEW\_SUIT



Reused character  
LB\_ch021\_miss\_bustier



Reused model  
LB2\_211\_pr018\_mayor\_scarf  
**Adjust the size and shape  
to fit the character.**



**miraculous**  
Tales of Ladybug & Cat Noir

27/02/22 STATUT REAL :  
RTK OK

LB5\_526\_CH038\_MISS\_BUSTIER\_MAYOR



Reused character  
LB4\_400\_ch018\_marinette\_swimsuit

Remove the cap and glasses





Reused character  
LB4\_400\_ch002\_zoe

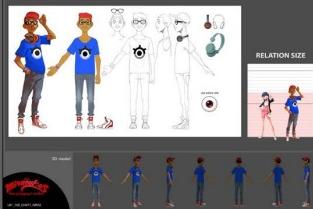
Realistic reference for the swimsuit



**Miraculous™**  
ZAG ENTERTAINMENT  
*Tales of Ladybug & Cat Noir*

21/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH030\_ZOE\_SWIMSUIT



Reused character  
LB1\_100\_CH011\_nino\_lahiffe



Realistic reference for the swimsuit



**miraculous**  
ZAG  
Tales of Ladybug & Cat Noir

27/04/22 STATUT REAL :  
RTK

LB5\_526\_CH031\_NINO\_SWIMSUIT



Reused character  
LB\_ch014\_rose

**miraculous™**  
*Tales of Ladybug & Cat Noir*

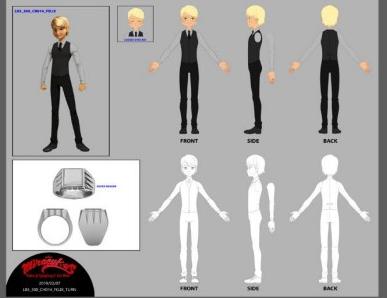
22/04/22 STATUT REAL :  
RTK OK  
LB5\_526\_CH032\_ROSE\_SWIMSUIT

Realistic reference for the swimsuit





Reused character  
LB4\_400\_ch017\_adrien\_swimsuit



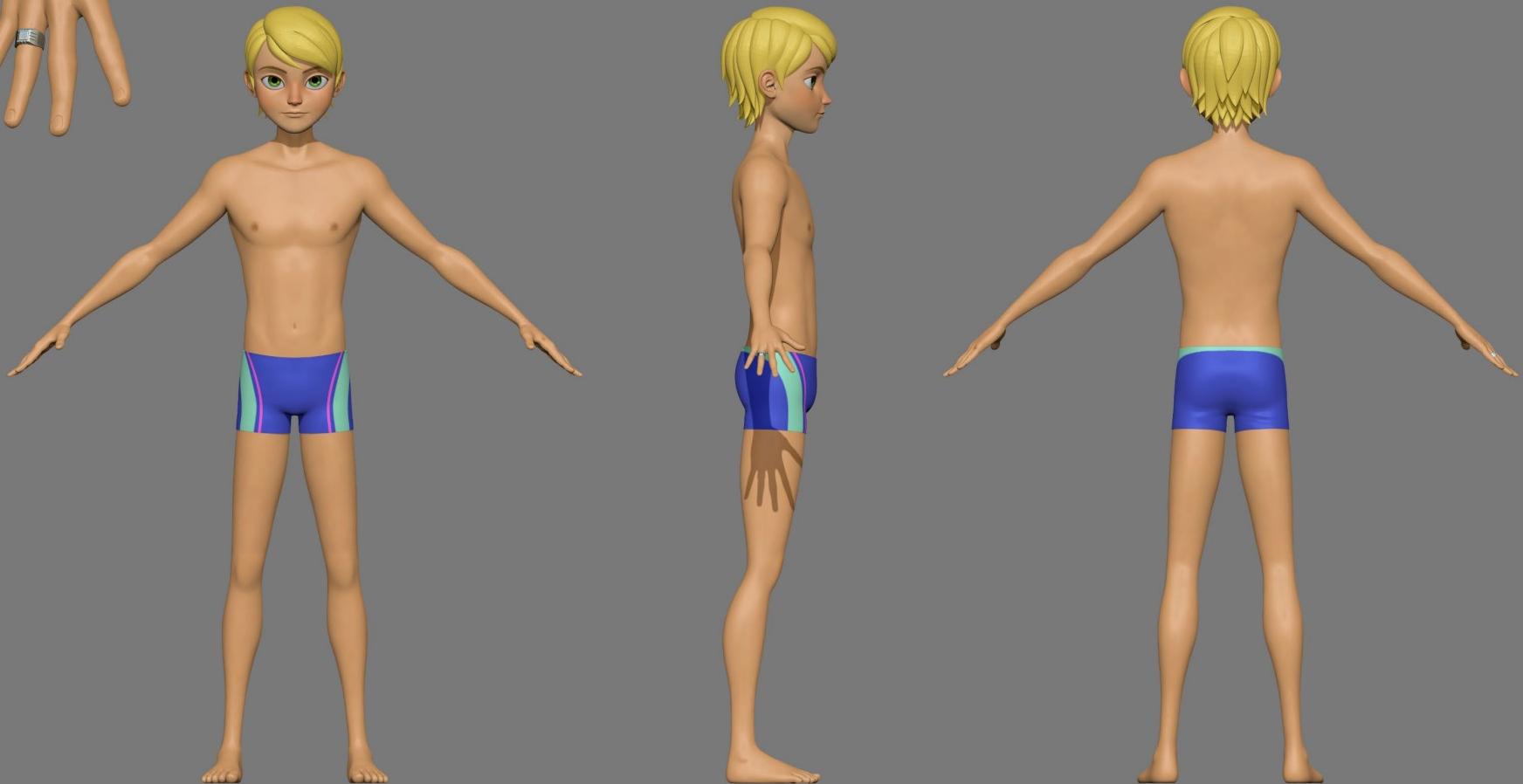
Reuse  
LB3\_300\_ch014\_felix's hair  
and his signet ring

**Miraculous™**  
Tales of Ladybug & Cat Noir

21/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH033\_FELIX\_SWIMSUIT

## Left hand view





Reused character

LB4\_400\_ch019\_kagami\_swimsuit

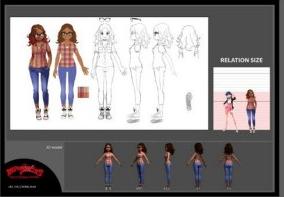
Remove cap



**miraculous™**  
Tales of Ladybug & Cat Noir

21/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH034\_KAGAMI\_SWIMSUIT\_  
NO\_CAP



Reused character

LB\_ch008\_alya

Realistic reference for the swimsuit



**Miraculous™**  
Tales of Ladybug & Cat Noir

22/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH040\_ALYA\_SWIMSUIT



Reused character

LB\_ch018\_alix

**miraculous™**  
Tales of Ladybug & Cat Noir

21/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH041\_ALIX\_SWIMSUIT

Realistic reference for the swimsuit





Reused character  
LB\_ch015\_juleka

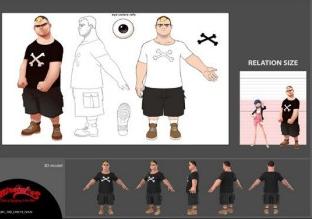
Realistic reference for the swimsuit



**Miraculous™**  
Tales of Ladybug & Cat Noir

22/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH043\_JULEKA\_SWIMSUIT



Reused character

LB1\_100\_ch019\_ivan\_brule



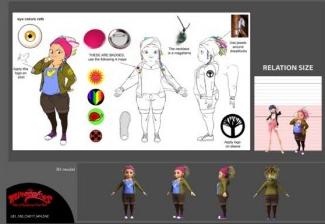
Realistic reference for the swimsuit



**Miraculous™**  
*Tales of Ladybug & Cat Noir*

26/04/22 STATUT REAL :  
RTK OK

LB5\_526\_CH044\_IVAN\_SWIMSUIT



Reused character  
LB1\_100\_CH017\_mylenie\_harpele

Realistic reference for the swimsuit



**Miraculous™**  
Tales of Ladybug & Cat Noir

04/05/22 STATUT REAL :  
RTK

LB5\_526\_CH039\_MYLENE\_SWIMSUIT



Reused character  
LB1\_100\_CH033\_nathalie



Realistic reference for the swimsuit



**Miraculous™**  
Tales of Ladybug & Cat Noir

27/04/22 STATUT REAL :  
RTK  
LB5\_526\_CH036\_  
NATHALIE\_SWIMSUIT



Reused character  
LB5\_521\_ch003\_lila\_short\_hair\_cerise

Remove the bag and  
make the sleeves of  
her jacket longer



Use the same **PFX** process than  
Lila for the **new hair**



Use the same **shader** and **texture**  
than **Alya's pants** for  
**Lila disguised's pants**



**miraculous**  
Tales of Ladybug & Cat Noir

26/02/22 STATUT REAL:  
RTK OK

LB5\_526\_CH006\_LILA\_DISGUISED



Reused character  
LB5\_521\_ch003\_lila\_short\_hair\_cerise

Remove the bag



Reuse the skirt, the vest and  
the shirt from Kagami and  
adjust it to the character

Use the same PFX process than  
Lila for the new hair



Use the same type of fabric  
for the sweater :



**Miraculous**  
Tales of Ladybug & Cat Noir

28/02/22 STATUT REAL :  
RTK OK

LB5\_526\_CH048\_LILA\_IRIS